Pathfinders Test Plan

|  |  |
| --- | --- |
| **Test Case** | **Steps & Expected Outcomes** |
| 1. Textured Geometry Rendering | 1. Launch game    * **EXPECT**: No visual artifacts observed, no object flickering, assets are rendered onscreen. Player is not rendered overlapping with terrain (i.e. ground, walls). 2. Exit game. 3. Launch game again.    * **EXPECT:** Same outcome as 1.), i.e. no inconsistencies. |
| 2. Basic 2D Transformations & Keyboard/Mouse control | 1. Press the right arrow key.    * **EXPECT**: the player stickman character moves (translation) right so long as the key is pressed. 2. Let go of the right arrow key.    * **EXPECT**: the player stickman character stops moving. 3. Repeat 1,2 but with the left arrow key.    * **EXPECT**: Same as 1,2 but moving left. |
| 3. Key-frame/State Interpolation | TBD w/ Kevin |
| 4. Random/coded Action | 1. Launch game and wait for ~10 seconds.    * **EXPECT**: A boulder sprite spawns from the top of the screen and begins to fall. |
| 5. Gravity | 1. Launch game.    * **EXPECT:** Random boulders are falling with consistent motion.    * **EXPECT:** Player character starts above platform and slowly drops due to gravity 2. Move off platform.    * **EXPECT:** Player begins to fall continuously… |
| 6. Game-space boundaries | 1. Use the arrow keys to move off the platform into empty space    * **EXPECT**: Player falls continuously until out of scene, then “dies”, then the game restarts. |
| 7. Collision | 1. Launch game.    * **EXPECT:** The player stickman character drops onto the platform, is stopped, and stays grounded 2. Use the arrow keys to move into a falling boulder.    * **EXPECT:** Collision occurs, the player becomes uncontrollable (dies), and the scene fades. |
| 8. Save/Load | 1. Move to a flag checkpoint in the level    * **EXPECT**: "Game saved" is printed to the console 2. Move further, then press 'L' on the keyboard    * **EXPECT**: Player position is reset to the previous checkpoint position 3. Exit the game, re-launch, press 'L'    * **EXPECT**: saved state persists and is loaded, player position resets to most recently-visited checkpoint |