

Test Plan

Chad Cromwell

Athabasca University

Author notes: Ants, an HTML5 tower defence game

Compiling/Running	3
Necessary Software	3
Google Chrome	3
MAMP	3
Navigating to index.php	5
The user clicks the “Continue” button	6
The user clicks any level option	7
The user clicks the “Easy” difficulty:	8
The user clicks the “Medium” difficulty:	9
The user clicks the “Hard” difficulty:	10
The user clicks “Slingshot” button	11
The user clicks the “SELL” button	12
The user hovers over a placeable area on the map	13
The user hovers over a non-placeable area on the map	14
The user clicks on a placeable area on the map	15
The user clicks the “Start” button	16
If the windmill’s HP is brought to 0	19

Compiling/Running

As this is an HTML5 game, it does not need to be compiled in order to run it.

However, some set up is required to support PHP. If you have a local server running and supporting PHP, you can place the game's source folder within the local host directory and navigate to the local index.php page in Google Chrome. For example, if the game's source files are located within your local host directory, you would enter localhost:8888/index.php in Google Chrome's address bar and it will run the game.

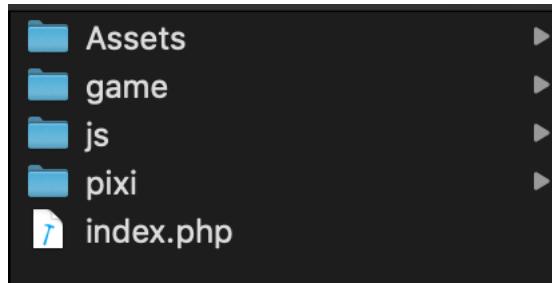
Necessary Software

Google Chrome

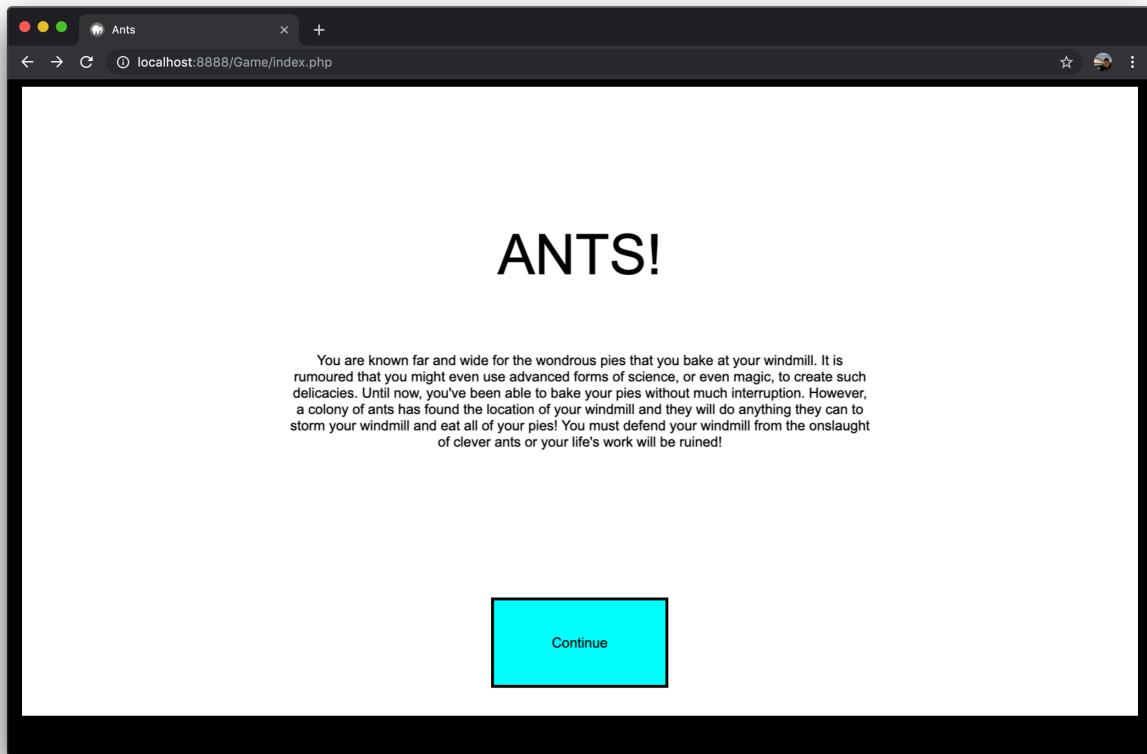
In order to run this game, a modern web browser should be used. Please download Google Chrome at: <https://www.google.com/chrome/> and then install it. Once Google Chrome is installed you may continue on to install MAMP.

MAMP

In order to run this game, a local host must be setup on your computer. MAMP is a free local server that will provide the necessary environment to run this game. Please download MAMP at: <https://www.mamp.info/en/downloads/> and then install it. Once MAMP is installed and running, place the contents of the Game folder into your local host folder. The local host folder for MAMP is called "htdocs." Your local host folder should now contain these folders and files:

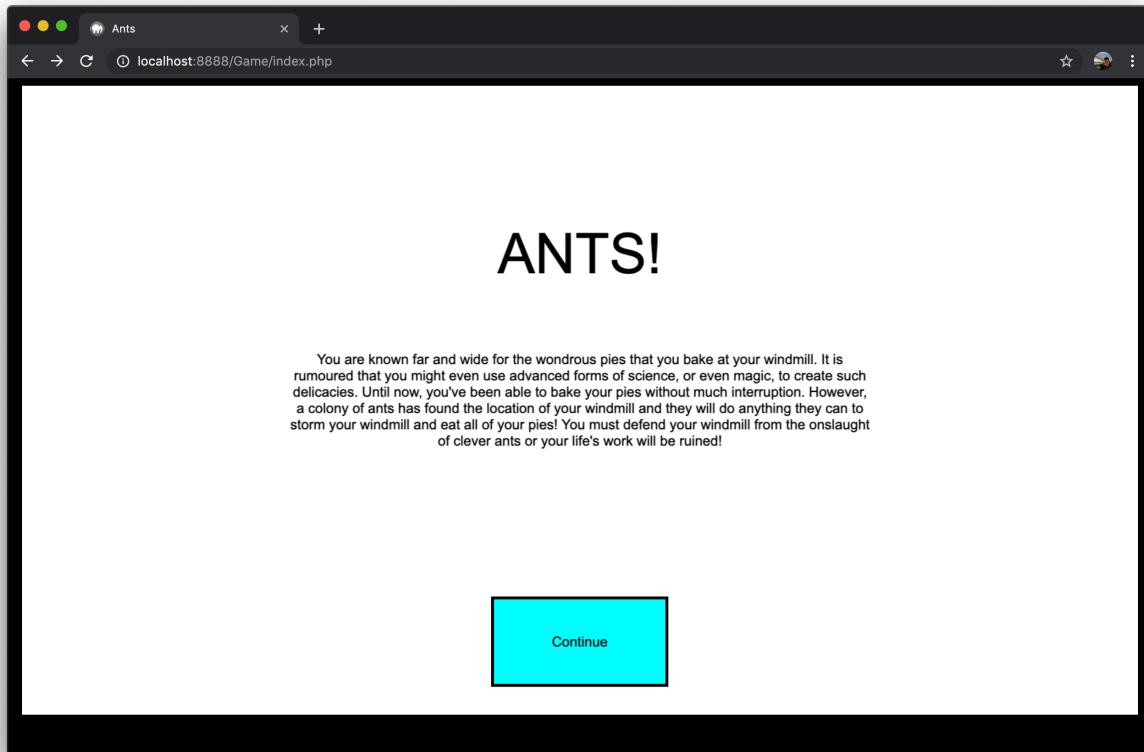


Once the folders and files are in the local host directory, you can open Google Chrome and navigate to localhost:8888/index.php. If you have done this successfully, you will see the game running in the browser window:



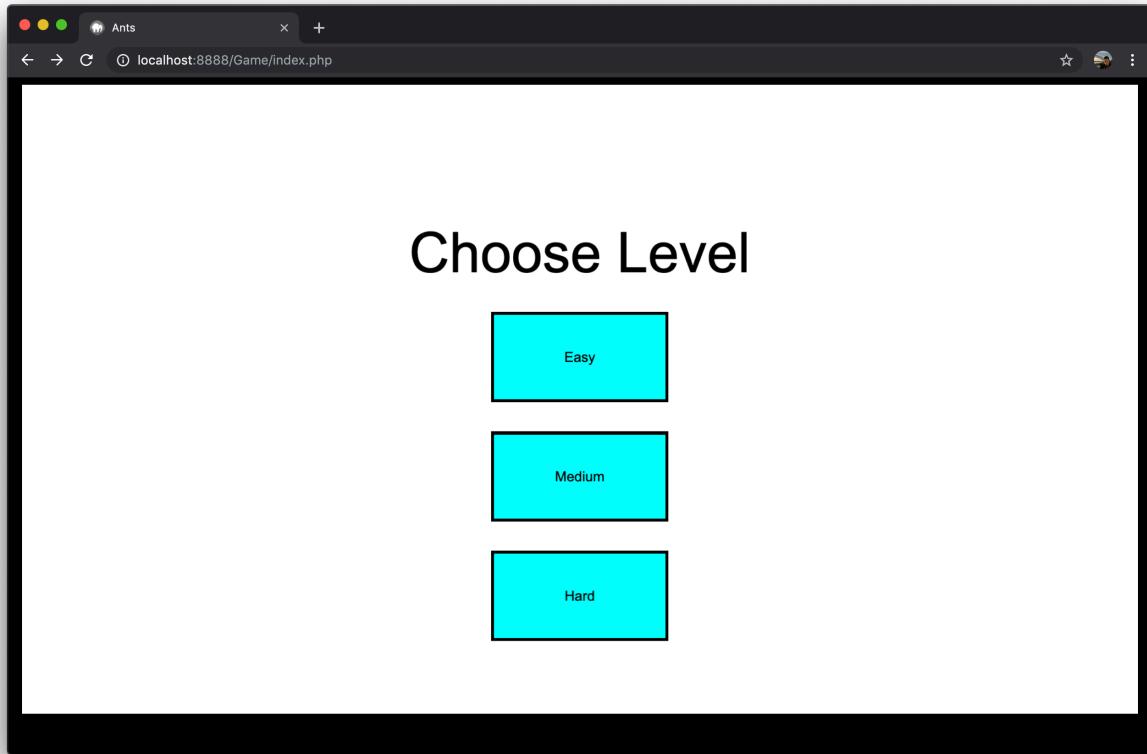
Navigating to index.php

If the software mentioned above is installed and running correctly, and if the folders and files are in the proper locations, the following page should greet you:



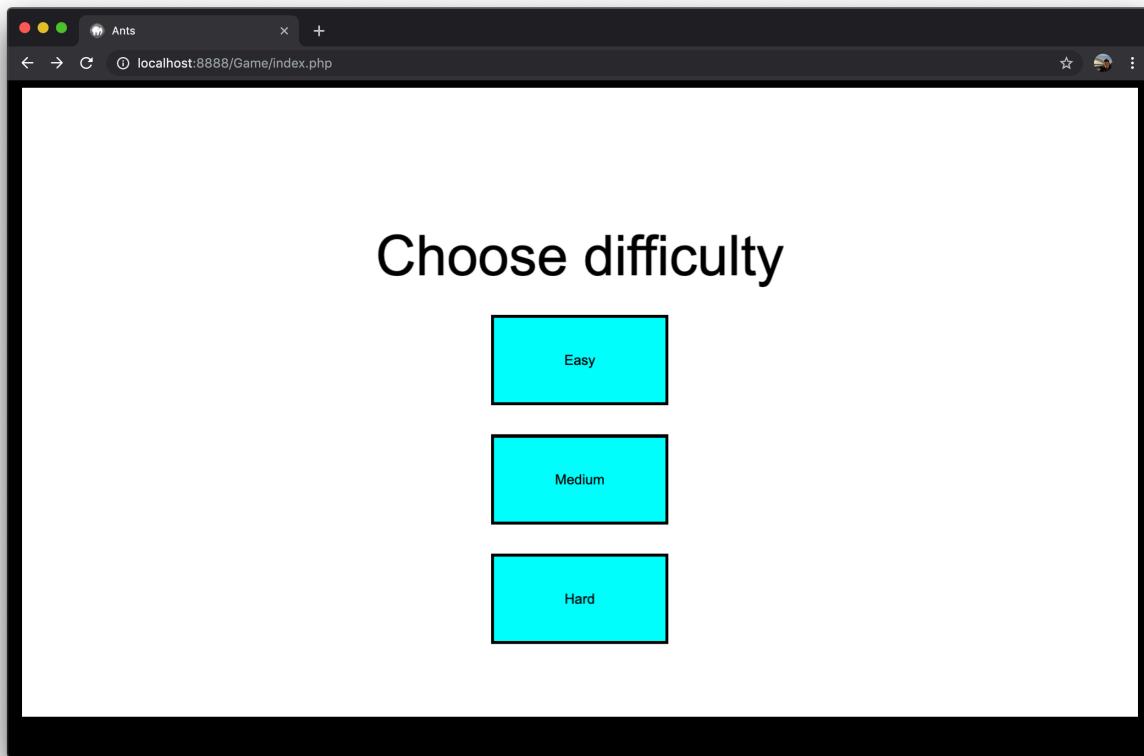
The user clicks the “Continue” button

The level selection screen will show (in this scenario the user clicks the “Easy” level):

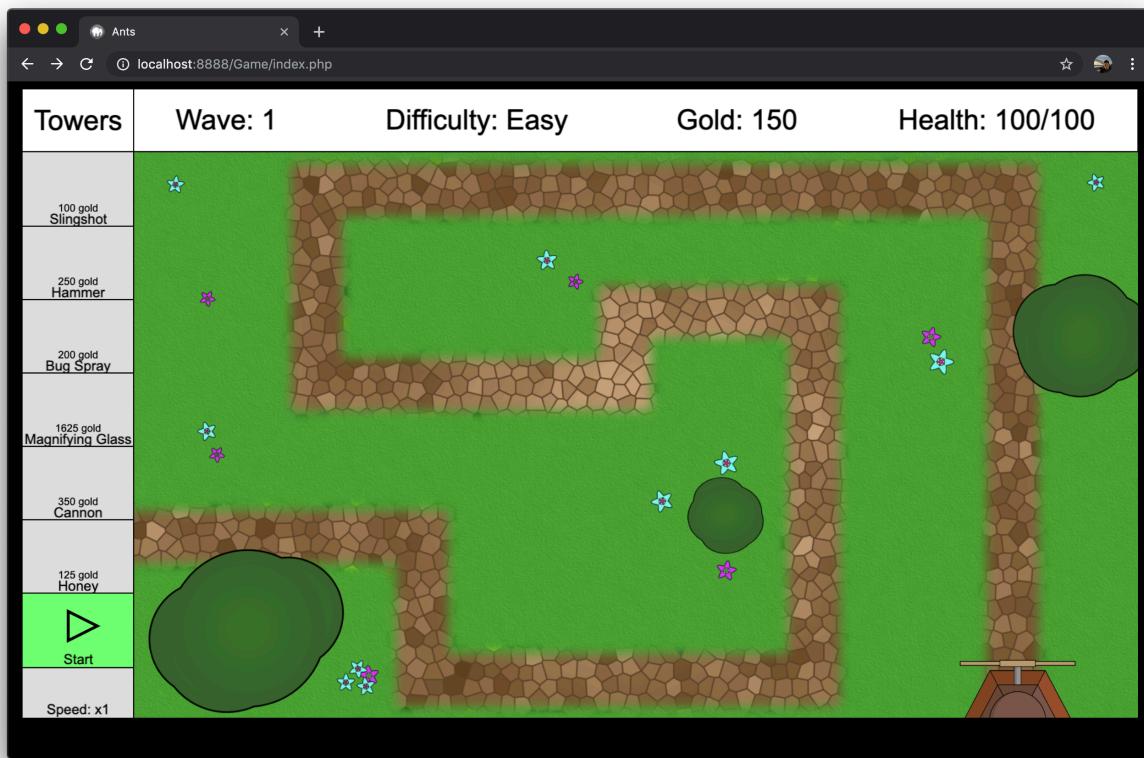


The user clicks any level option

The difficulty selection screen will show:



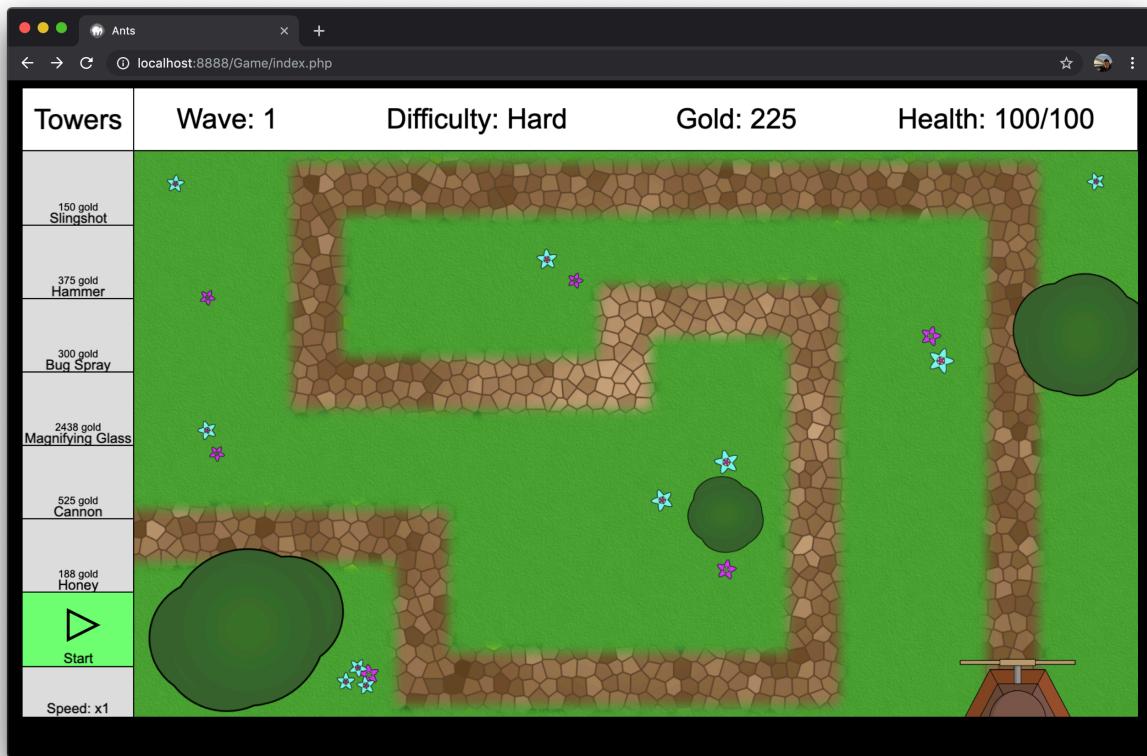
The user clicks the “Easy” difficulty:



The user clicks the “Medium” difficulty:

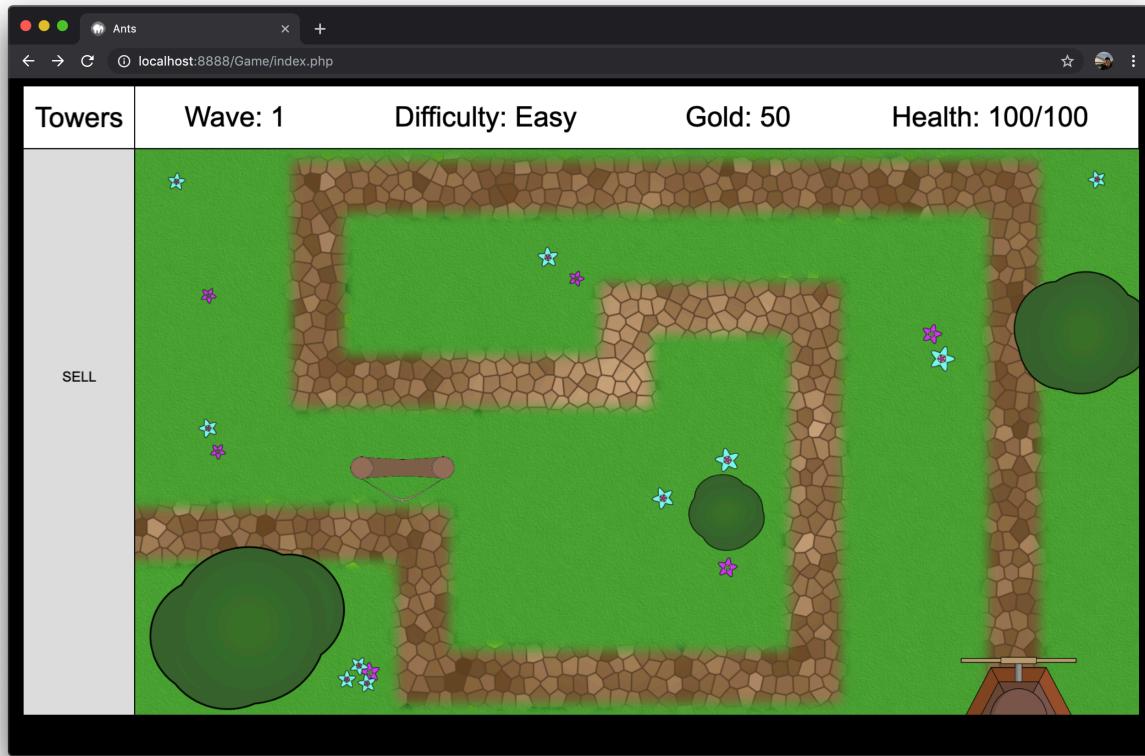


The user clicks the “Hard” difficulty:



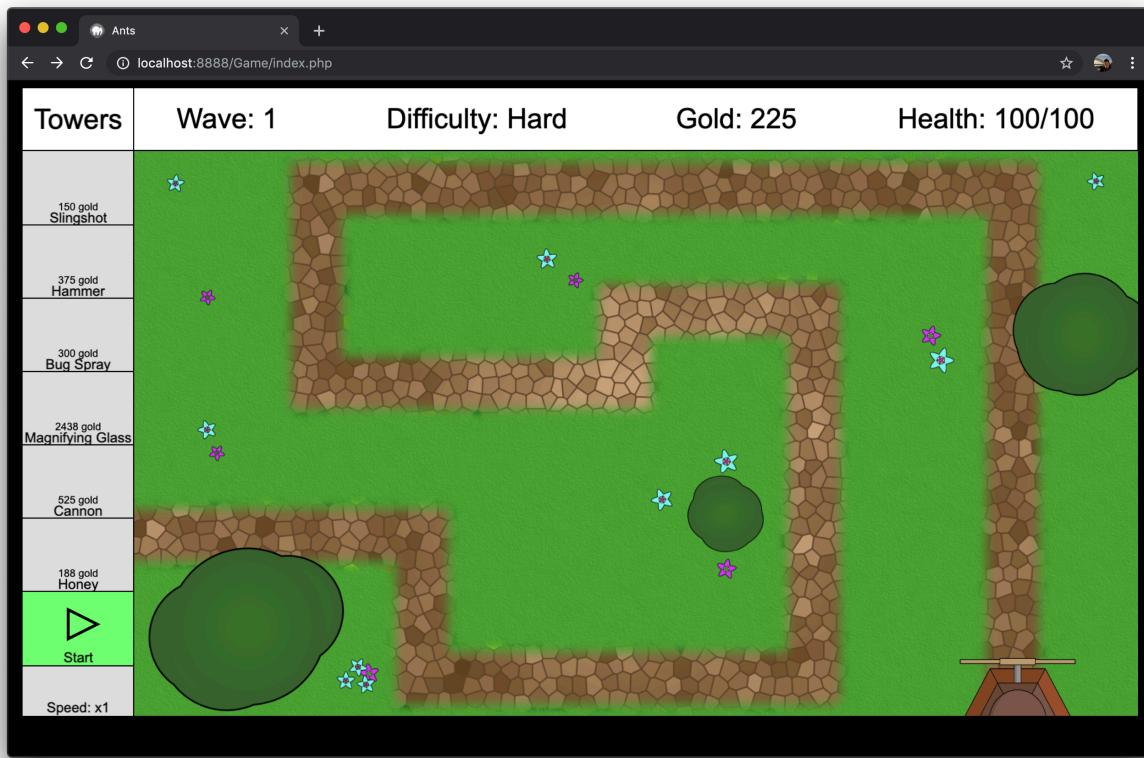
The user clicks “Slingshot” button

A slingshot tower is purchased and the “SELL” button appears to the left if the user doesn't want to build it:



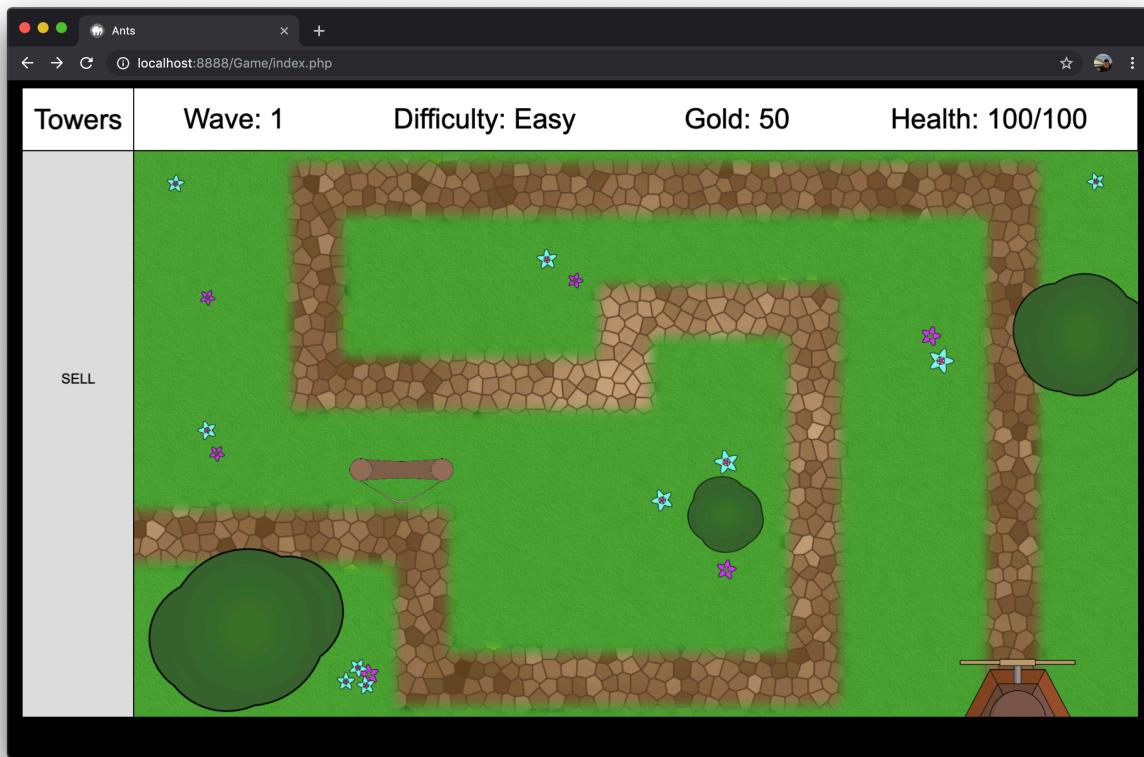
The user clicks the “SELL” button

The tower is sold, the user gets their money back, and the tower buttons reappear:



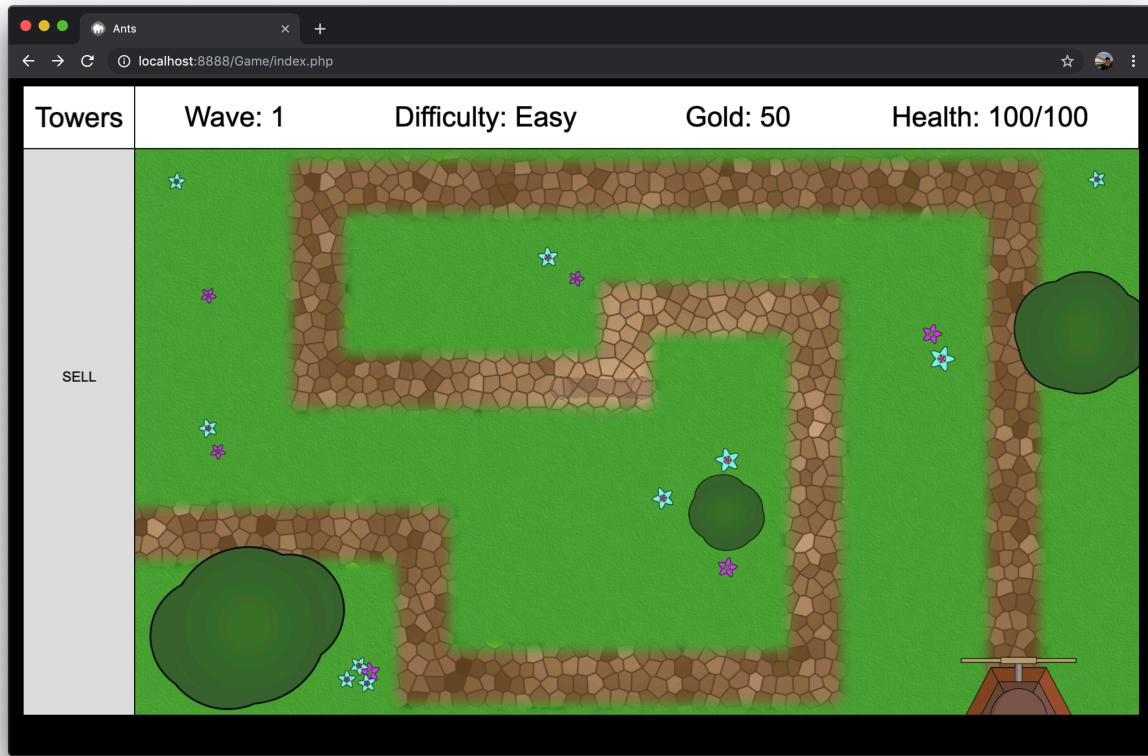
The user hovers over a placeable area on the map

The tower will show in full colour:



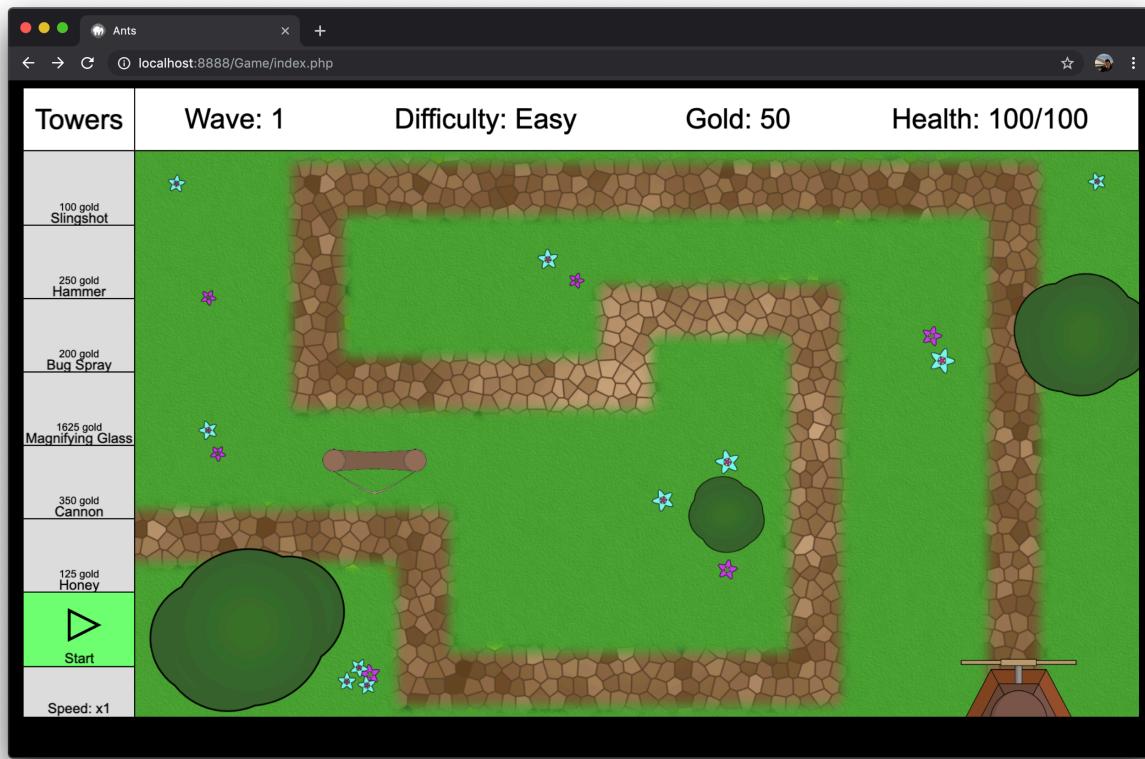
The user hovers over a non-placeable area on the map

The tower will be slightly transparent:



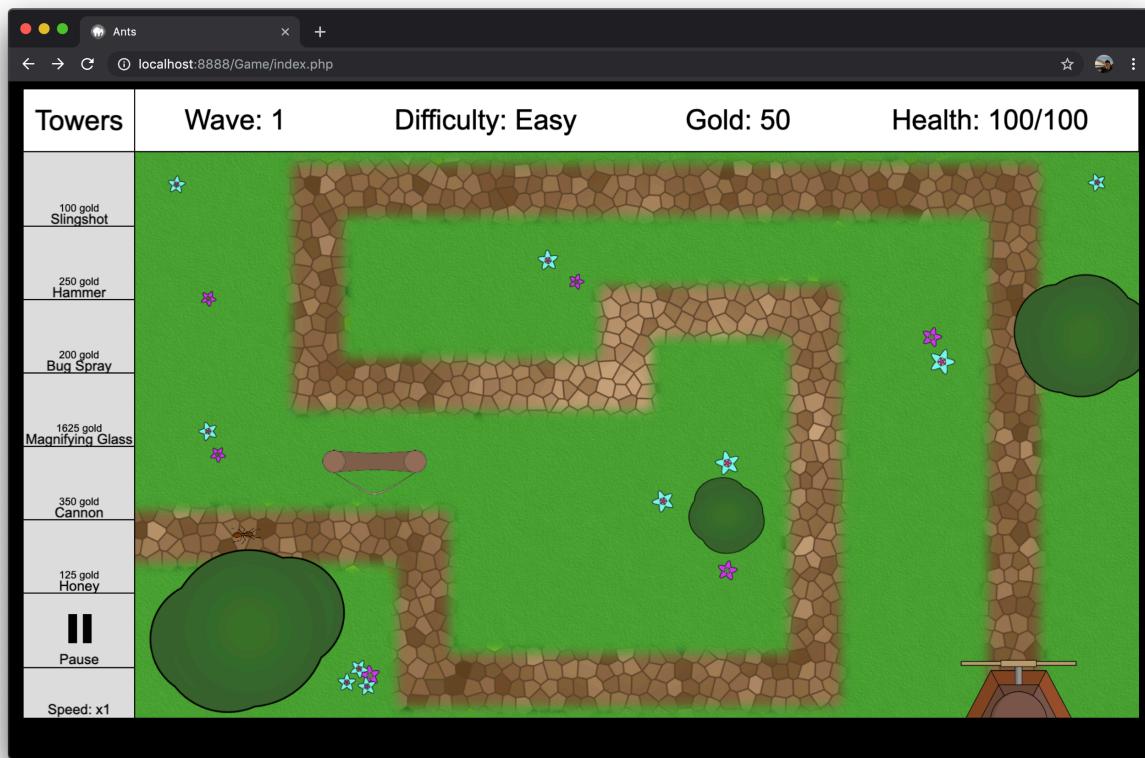
The user clicks on a placeable area on the map

The tower will be placed in that position and the tower purchase buttons will re-appear:



The user clicks the “Start” button

The wave will start and an ant will walk along the path:



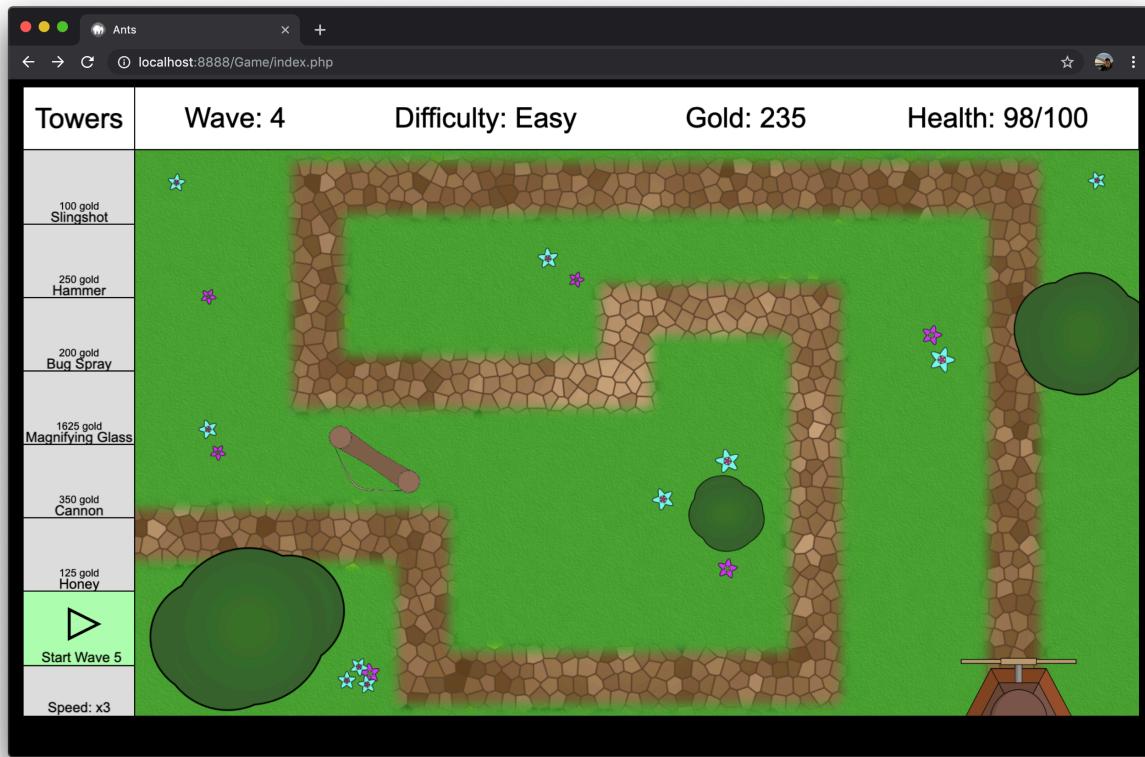
The user clicks the “Speed” button

The game will speed up to x2 and if the user clicks it again it will go to x3 speed. If clicked again while at x3 speed it will go back to x1 speed:



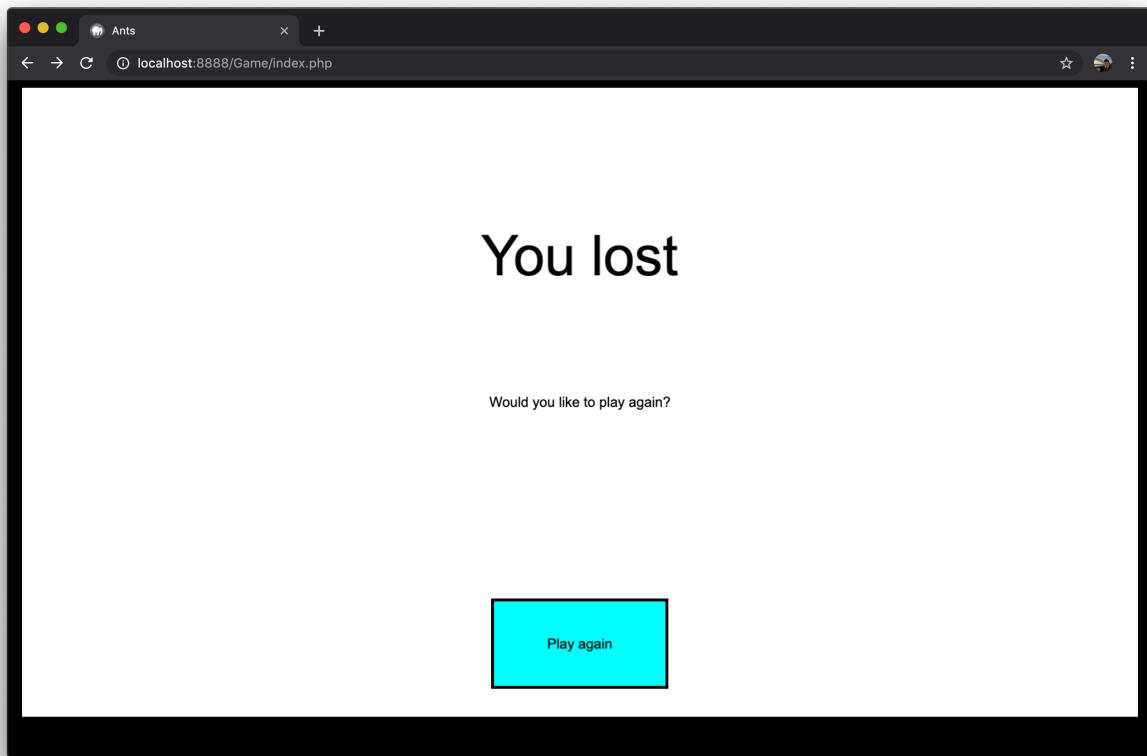
If ants reach the windmill

The windmill health will go down:



If the windmill's HP is brought to 0

The game is over:



The user clicks the “Play again” button

The user is brought back to the main menu:

