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| **Test Log** | | | | | | |
| **Test case** | **Requirement no. / Item being tested** | **Test Data / how to test** | **Expected Result** | **Actual Result** | **Test Outcome** | **Comments** |
| **Player Movement Tests** | | | | | | |
| 1 | Player Movement (left) | Press “A” key while on any level | Player will move to the left and then stop |  |  |  |
| 2 | Player Movement (left) | Press and Hold the “A” key while on any level | Player will move to the left and continue moving until the “A” key is let go |  |  |  |
| 3 | Player Movement (Right) | Press “D” key while on any level | Player will move to the right and then stop |  |  |  |
| 4 | Player Movement (Right) | Press and hold the “D” key while on any level | Player will move to the right and continue moving until the “D” key is let go |  |  |  |
| 5 | Player Jump  (stationary/Max mass) | Press the “space bar” while at max mass and without moving left or right | Player will jump to max height (???) and then land back where it jumped from |  |  |  |
| 6 | Player Jump (stationary/Medium mass) | Press the “space bar” while at medium mass and without moving left or right | Player will jump to medium height (???) and then land back where it jumped from |  |  |  |
| 7 | Player Jump (stationary/Minimum mass) | Press the “space bar” while at minimum mass and without moving left or right | Player will jump to minimum height (???) and then land back where it jumped from |  |  |  |
| 8 | Player Jump (moving left/ Max mass) | Press the “space bar” then press the “A” key while at max mass | Player will jump to max height (???) while also moving left and will land to the left of where it initially jumped from |  |  |  |
| 9 | Player Jump (moving left/ Medium mass) | Press the “space bar” then press the “A” key while at medium mass | Player will jump to medium height (???) while also moving left and will land to the left of where it initially jumped from |  |  |  |
| 10 | Player Jump (moving left/ minimum mass) | Press the “space bar” then press the “A” key while at minimum mass | Player will jump to minimum height (???) while also moving left and will land to the left of where it initially jumped from |  |  |  |
| 11 | Player Jump (moving right/ Max mass) | Press the “space bar” then press the “D” key while at max mass | Player will jump to max height (???) while also moving right and will land to the right of where it initially jumped from |  |  |  |
| 12 | Player Jump (moving right/ Medium mass) | Press the “space bar” then press the “D” key while at medium mass | Player will jump to Medium height (???) while also moving right and will land to the right of where it initially jumped from |  |  |  |
| 13 | Player Jump (moving right/ Minimum mass) | Press the “space bar” then press the “D” key while at minimum mass | Player will jump to Minimum height (???) while also moving right and will land to the right of where it initially jumped from |  |  |  |
| **Player shooting test** | | | | | | |
| 14 | Player shooting | Press the “S” key while not at minimum mass | Player will shoot slime in the direction it is facing |  |  |  |
| 15 | Player shooting (at minimum mass) | Press the “S” key while at minimum mass | Player will not be able to shoot due to being at minimum mass |  |  |  |
|  | Player shot – stationary enemy collision | When in game shoot and hit a stationary enemy | The stationary enemy will die and the player shot will disappear |  |  |  |
|  | Player shot – stationary bounce enemy collision | When in game shoot and hit a stationary bounce enemy | The stationary bounce enemy will die and the player shot will disappear |  |  |  |
|  | Player shot – moving enemy collision | When in game shoot and hit a moving enemy | The moving enemy will die and the player shot will disappear |  |  |  |
|  | Player shot - flying enemy collision | When in game shoot and hit a flying enemy | The flying enemy die and the player shot will disappear |  |  |  |
| **Player Mass & pickup tests** | | | | | | |
| 16 | Player mass loss (max mass) | While at max mass press the “s” key twice to fire 2 shots | Player will lose mass causing a change in player graphic (to medium mass graphic) jump height will also change to (???) |  |  |  |
| 17 | Player mass loss (medium mass) | While at medium mass press the “s” key twice to fire 2 shots | Player will lose mass causing a change in player graphic (to minimum mass graphic) jump height will also change to (???) player will no longer be able to shoot |  |  |  |
| 18 | Player mass gain (Time/ minimum mass) | While at minimum mass wait 1 minute 30 seconds | Player will gain mass causing a change in player graphic (to medium mass graphic) jump height will change to (???), player will be able to shoot again |  |  |  |
| 19 | Player mass gain (Time/ medium mass) | While at medium mass wait 1minute | Player will gain mass causing a change in player graphic (to max mass graphic) jump height will change to (???) |  |  |  |
| 20 | Player mass gain (pickup/minimum mass) | While at minimum mass collect a slime pickup | Player will gain mass causing a change in player graphic (to medium mass graphic) jump height will change to (???), player will be able to shoot again  Slime pickup will disappear |  |  |  |
| 21 | Player mass gain (pickup/ medium mass) | While at medium mass collect a slime pickup | Player will gain mass causing a change in player graphic (to max mass graphic) jump height will change to (???)  Slime pickup will disappear |  |  |  |
| 22 | Player mass gain (pickup/max mass) | While at max mass collect a slime pickup | Nothing will happen to the player.  Slime pickup will disappear |  |  |  |
| 23 | Player score gain | While in game collect a coin pickup | Player score will increase by 1.  Coin pickup will disappear |  |  |  |
| **Player sound tests** | | | | | | |
|  | Player jump sound | While in game press the “space bar” to jump | Player jump sound will play |  |  |  |
|  | Player shoot sound | While in game press the “s” key to shoot | Player will shoot in direction it is facing and player shoot sound will play |  |  |  |
|  | Player death sound | While in game die | Game will pause and Player death sound will play the game over screen will then display |  |  |  |
|  | Player celebration sound | While in game complete a level | Player celebration sound will play and level recap screen will show |  |  |  |
| **Player platform interaction tests** | | | | | | |
|  | Player solid platform interaction | In game land on a solid platform and move | Player movement will be normal and unaffected by the platform |  |  |  |
|  | Player platform crumbling interaction | In game land on a crumbling platform | Upon the player landing the platform will begin to fall until off screen |  |  |  |
|  | Player platform slippery interaction  (initial landing) | In game land on a slippery platform | When landing on the platform the player will slide in the direction they were going until the falls off the edge of the platform |  |  |  |
|  | Player platform slippery interaction (counter movement) | In game land on a slippery platform and move in the opposite direction of the slide | Player will continue to slide in the initial direction but at a slower pace |  |  |  |
|  | Player platform moving interaction | In game land on a moving platform | Player will have no effect on the moving platforms movement.  When stationary the player will move with the platform |  |  |  |
| **Level spawn tests** | | | | | | |
|  | Level 1 player spawn | Load up level 1 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 2 player spawn | Load up level 2 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 3 player spawn | Load up level 3 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 4 player spawn | Load up level 4 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 5 player spawn | Load up level 5 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 6 player spawn | Load up level 6 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 7(final) player spawn | Load up level 7 | Player will spawn in the start spot in accordance with the level design |  |  |  |
|  | Level 1 solid platform spawns | Load up and explore level 1 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 2 solid platform spawns | Load up and explore level 2 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 3 solid platform spawns | Load up and explore level 3 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 4 solid platform spawns | Load up and explore level 4 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 5 solid platform spawns | Load up and explore level 5 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 6 solid platform spawns | Load up and explore level 6 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 7 (final) solid platform spawns | Load up and explore level 7 | Solid platforms spawn in accordance with level design |  |  |  |
|  | Level 1 crumbling platform spawns | Load up and explore level 1 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 2 crumbling platform spawns | Load up and explore level 2 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 3 crumbling platform spawns | Load up and explore level 3 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 4 crumbling platform spawns | Load up and explore level 4 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 5 crumbling platform spawns | Load up and explore level 5 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 6 crumbling platform spawns | Load up and explore level 6 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 7(final) crumbling platform spawns | Load up and explore level 7 | crumbling platforms spawn in accordance with level design |  |  |  |
|  | Level 1 slippery platform spawns | Load up and explore level 1 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 2 slippery platform spawns | Load up and explore level 2 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 3 slippery platform spawns | Load up and explore level 3 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 4 slippery platform spawns | Load up and explore level 4 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 5 slippery platform spawns | Load up and explore level 5 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 6 slippery platform spawns | Load up and explore level 6 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 7(final) slippery platform spawns | Load up and explore level 7 | Slippery platforms spawn in accordance with level design |  |  |  |
|  | Level 1 moving platforms | Load up and explore level 1 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 2 moving platforms | Load up and explore level 2 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 3 moving platforms | Load up and explore level 3 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 4 moving platforms | Load up and explore level 4 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 5 moving platforms | Load up and explore level 5 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 6 moving platforms | Load up and explore level 6 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 7(final) moving platforms | Load up and explore level 7 | Moving platforms spawn in accordance with level design |  |  |  |
|  | Level 1 stationary enemies spawn | Load up and explore level 1 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 2 stationary enemies spawn | Load up and explore level 2 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 3 stationary enemies spawn | Load up and explore level 3 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 4 stationary enemies spawn | Load up and explore level 4 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 5 stationary enemies spawn | Load up and explore level 5 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 6 stationary enemies spawn | Load up and explore level 6 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 7 (final) stationary enemies spawn | Load up and explore level 7 | Stationary enemies spawn in accordance with level design |  |  |  |
|  | Level 1 stationary bounce enemies spawn | Load up and explore level 1 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 2 stationary bounce enemies spawn | Load up and explore level 2 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 3 stationary bounce enemies spawn | Load up and explore level 3 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 4 stationary bounce enemies spawn | Load up and explore level 4 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 5 stationary bounce enemies spawn | Load up and explore level 5 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 6 stationary bounce enemies spawn | Load up and explore level 6 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 7 (final) stationary bounce enemies spawn | Load up and explore level 7 | Stationary bounce enemies spawn in accordance with level design |  |  |  |
|  | Level 1 moving enemies spawn | Load up and explore level 1 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 2 moving enemies spawn | Load up and explore level 2 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 3 moving enemies spawn | Load up and explore level 3 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 4 moving enemies spawn | Load up and explore level 4 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 5 moving enemies spawn | Load up and explore level 5 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 6 moving enemies spawn | Load up and explore level 6 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 7 (final) moving enemies spawn | Load up and explore level 7 | Moving enemies spawn in accordance with level design |  |  |  |
|  | Level 1 flying enemies spawn | Load up and explore level 1 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 2 flying enemies spawn | Load up and explore level 2 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 3 flying enemies spawn | Load up and explore level 3 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 4 flying enemies spawn | Load up and explore level 4 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 5 flying enemies spawn | Load up and explore level 5 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 6 flying enemies spawn | Load up and explore level 6 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 7 (final) flying enemies spawn | Load up and explore level 7 | Flying enemies spawn in accordance with level design |  |  |  |
|  | Level 1 slime pickups spawn | Load and explore level 1 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 2 slime pickup spawns | Load and explore level 2 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 3 slime pickup spawns | Load and explore level 3 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 4 slime pickup spawns | Load and explore level 4 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 5 slime pickup spawn | Load and explore level 5 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 6 slime pickup spawn | Load and explore level 6 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 7 (final) slime pickup spawn | Load and explore level 7 | Slime pickup will spawn in accordance with level design |  |  |  |
|  | Level 1 coin pickup spawn | Load and explore level 1 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 2 coin pickup spawn | Load and explore level 2 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 3 coin pickup spawn | Load and explore level 3 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 4 coin pickup spawn | Load and explore level 4 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 5 coin pickup spawn | Load and explore level 5 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 6 coin pickup spawn | Load and explore level 6 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 7 (final) coin pickup spawn | Load and explore level 7 | coin pickup will spawn in accordance with level design |  |  |  |
|  | Level 1 death wall spawn | Load level 1 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 2 death wall spawn | Load level 2 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 3 death wall spawn | Load level 3 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 4 death wall spawn | Load level 4 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 5 death wall spawn | Load level 5 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 6 death wall spawn | Load level 6 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 7 (final) death wall spawn | Load level 7 | Death wall will spawn just before the player start spot |  |  |  |
|  | Level 1 environment attacks spawn | Load and explore level 1 | Environment attacks will spawn in accordance with level design |  |  |  |
|  | Level 2 environment attacks spawn | Load and explore level 2 | Environment attacks will spawn in accordance with level design |  |  |  |
|  | Level 3 environment attacks spawn | Load and explore level 3 | Environment attacks will spawn in accordance with level design |  |  |  |
|  | Level 4 environment attacks spawn | Load and explore level 4 | Environment attacks will spawn in accordance with level design |  |  |  |
|  | Level 5 environment attacks spawn | Load and explore level 5 | Environment attacks will spawn in accordance with level design |  |  |  |
|  | Level 6 environment attacks spawn | Load and explore level 6 | Environment attacks will spawn in accordance with level design |  |  |  |
|  | Level 7 (final) environment attacks spawn | Load and explore level 7 | Environment attacks will spawn in accordance with level design |  |  |  |
| **Environment tests** | | | | | | |
|  | Death wall movement | Load a level and observe the death wall moving | Death wall will move across the level without stop |  |  |  |
|  | Death wall collision with player | Load a level and let the death wall collide with the player | Player will die and be taken to the game over screen |  |  |  |
|  | Death wall collision with solid platforms | Load a level and observe the death wall collide with a solid platform | The solid platform will disappear causing anything on it to drop off the level |  |  |  |
|  | Death wall collision with crumbling platform | Load a level and observe the death wall collide with a crumbling platform | The crumbling platform will disappear causing anything on it to drop off the level |  |  |  |
|  | Death wall collision with slippery platform | Load a level and observe the death wall collide with a slippery platform | The slippery platform will disappear causing anything on it to drop off the level |  |  |  |
|  | Death wall collision with moving platform | Load a level and observe the death wall collide with a moving platform | The moving platform will disappear causing anything on it to drop off the level |  |  |  |
|  | Death wall collision with stationary enemies | Load a level and observe a death wall collide with a stationary enemy | The stationary enemy will die causing it to disappear from the game |  |  |  |
|  | Death wall collision with stationary bounce enemies | Load a level and observe a death wall collide with a stationary bounce enemy | The stationary bounce enemy will die causing it to disappear from the game |  |  |  |
|  | Death wall collision with moving enemies | Load a level and observe a death wall collide with a moving enemy | The moving enemy will die causing it to disappear from the game |  |  |  |
|  | Death wall collision with flying enemies | Load a level and observe a death wall collide with a flying enemy | The flying enemy will die causing it to disappear from the game |  |  |  |
|  | Environment attack shooting | Load a level and observe the environment attack shooting | The environment attack will shoot vertically in 8 second increments |  |  |  |
|  | Environment attack collision with player | Load a level and get hit by a environment attack | The player will die and be taken to the game over screen |  |  |  |
| Enemy Tests | | | | | | |
|  | Moving enemy movement | Load a level and observe a moving enemy | Moving enemy will move horizontally between 2 points specified in the level design |  |  |  |
|  | Moving enemy movement (slippery platform) | Load a level and observe a moving enemy on a slippery platform | Moving enemies, movement will not be hindered or affected by the slippery platform |  |  |  |
|  | Flying enemy movement | Load a level and observe a flying enemy | Flying enemies will move vertically between 2 points specified in the level design |  |  |  |
|  | Flying enemy shooting | Load a level and observe a flying enemy | The flying enemy will shoot at the player in ?? second intervals |  |  |  |
|  | Stationary enemy – player collision | Load a level and have the player collide with a stationary enemy | The player will die and be taken to the game over screen |  |  |  |
|  | Stationary bounce enemy – player side collision | Load a level and have the player collide with the side of a stationary bounce enemy | The player will die and be taken to the game over screen |  |  |  |
|  | Stationary bounce enemy – player top collision | Load a level and have the player collide with the top of a stationary bounce enemy | The player will bounce off the top of the stationary bounce enemy |  |  |  |
|  | Moving enemy – player collision | Load a level and have the player collide with a moving enemy | The player will die and be taken to the game over screen |  |  |  |
|  | Flying enemy – player collision | Load a level and have the player collide with a flying enemy | The player will die and be taken to the game over screen |  |  |  |
|  | Flying enemy shot – player collision | Load a level and have the player collide with a flying enemy shot | The player will die and be taken to the game over screen |  |  |  |
| **Enemy Audio tests** | | | | | | |
|  | Stationary enemy death sound | Load a level and kill a stationary enemy | The stationary enemy will die and enemy death sound will play |  |  |  |
|  | Stationary bounce enemy death sound | Load a level and kill a stationary bounce enemy | The stationary bounce enemy will die and enemy death sound will play |  |  |  |
|  | Moving enemy death sound | Load a level and kill a moving enemy | The moving enemy will die and enemy death sound will play |  |  |  |
|  | Flying enemy death sound | Load a level and kill a flying enemy | The flying enemy will die and enemy death sound will play |  |  |  |
|  | Flying enemy shoot sound | Load a level and observe a flying enemy shooting | The enemy shoot sound will play every time the flying enemy shoots |  |  |  |
| Environment sound tests | | | | | | |
|  | Level1 music | Load up level 1 | Level 1 music should start playing on a loop |  |  |  |
|  | Level 2 music | Load up level 2 | Level 2 music should start playing on a loop |  |  |  |
|  | Level 3 music | Load up level 3 | Level 3 music should start playing on a loop |  |  |  |
|  | Level 4 music | Load up level 4 | Level 4 music should start playing on a loop |  |  |  |
|  | Level 5 music | Load up level 5 | Level 5 music should start playing on a loop |  |  |  |
|  | Level 6 music | Load up level 6 | Level 6 music should start playing on a loop |  |  |  |
|  | Level 7 music | Load up level 7 | Level 7 music should start playing on a loop |  |  |  |
| Miscellaneous tests | | | | | | |
|  | Opening screen | Start up the game | Opening screen should display |  |  |  |
|  | Story screen (display) | When on the opening screen press enter | The story screen will then be displayed |  |  |  |
|  | Story screen (audio) | When on the opening screen press enter and wait on the story screen | The story screen will display and the story audio will play |  |  |  |
|  | Story screen (exit) | When on the story screen press the backspace key | The player will be taken back to the opening screen and the story audio will stop playing |  |  |  |
|  | Story screen (skip) | When on the story screen press enter | The player will be advanced onto level 1 the story audio will stop playing |  |  |  |
|  | Score screen | Launch the game and complete any level | The score screen will display and show the players score and finish time for the level |  |  |  |
|  | Score screen (advance to next level) | When on the score screen press enter | The player will be advanced to the next level |  |  |  |