Test Plan

Use Case

1) **Move –** To test this we would test the directional keys. If the player object moves based on the right and left direction keys, then it means that it works.
2) **Pause –** Press ctrl. If the player object freezes and the screen tints black, then the pause was successful. Also press ctrl again to make sure that the screen unfreezes.
3) **Game Over –** When the player falls off the stage, they should be met with a Game Over screen. The choices put in such as restart and title screen should be tested the same as the pause menu.
4) **Jump –** Press the space key, if the player object moves up, then down, then the jump key works, as well as the gravity.
5) **Dash –** Press the x key, if the player becomes momentarily fast, then the dash key works. There should also be a shadow behind the player object to confirm that the dash key is active.
6) **Pause Menu –** When in pause, there are two options. Press the t key to be able to go back to the title screen, and the r key to restart at most recent checkpoint.
7) **Title Screen –** If the logo shows up, and the enter key starts the game, then it works.
8) **Checkpoint –** If the player collides with the checkpoint, the checkpoint should turn white to show that it works. It should also be noted that if you hit another checkpoint the last one should turn back to red, while the most recent should turn white. To test if you respawn correctly, the player object should kill itself to see if it respawns correctly.
9) **Login & Account Creation –** First test to see if the login won't work if you type a username that doesn't exist. Test to see if the username is correct then the password incorrect. These two options shouldn't go to the title screen. Test to make sure that the account you created with the password works, this should make sure that the login works and goes to the title screen.
10) **Online Scoreboard –** Once you're in the gameover screen, after getting some points, hit the u key to see if it uploads. If it is successful, it should open a dialog box saying it is successful. Also test to see if the g key works. Pressing that should grab the first five scores and show them in a dialog box. Pressing w will open a url link to the scoreboard.
11) **Treasure Chest –** Touch the treasure chest, and press the z key. The treasure chest the player is colliding with should turn green, and add a hundred points. Test to see if the chest won't turn green if you hit the z key without touching the chest.
12) **Spike –** Very simple, touch the spikes, and it should immediately go to the game over screen.