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| Description | Procedure | Predicted Result | Actual Result |
| Ball Movement | Mouse down on ball, pull back and release | Ball is released from hook and shoots across screen | Ball is released from hook and shoots across screen |
| Ball gets loaded in after one is fired off | Mouse down on ball, pull back and release | A new ball is loaded in and appears when the first ball is fired | A new ball is loaded in and appears when the first ball is fired |
| Pinball Death effect | Shoot ball at pin | A particle system effect happens | A particle system effect happens |
| Pinball dissappears when destroyed | Shoot ball at pin | Pinball object gets destroyed when ball hits it | Pinball object gets destroyed when ball hits it |
| Obstacle Destroy | Shoot ball at breakable obstacle | Obstacle object gets destroyed when ball hits it | Obstacle object gets destroyed when ball hits it |
| Obstacle movement | Shoot ball at moveable obstacle | Obstacle moves when hit by ball | Obstacle moves when hit by ball |
| Increase Points for when pin gets detroyed | Shoot ball at a pin | Score gets increased by 10 and prints to game screen | Score gets increased by 10 and prints to game screen |
| Increase Points for when coin gets detroyed | Shoot ball at coin | Score gets increased and adds print to game screen | Score gets increased and adds print to game screen |
| Level 1 completion splash screen | Get win condition for level one | The end of level one scene gets loaded in with scene manager | The end of level one scene gets loaded in with scene manager |
| In Game go to settings | Click the tool icon button to go to in game menu | In game settings menu gets loaded in with scene manager | In game settings menu gets loaded in with scene manager |
| In game skip to level 2 button | Click the skip level icon button while in game | Level two gets loaded in with scene manager | Level two gets loaded in with scene manager |
| End of level splash screen point score gets displayed on screen | Get a win condition on level one | Points score from level 1 will be displayed on end of level splash screen | Points score from level 1 was displayed on end of level splash screen |
| Go to level 2 from end of level one splash screen | Click next level button on end of level 1 splash screen | Level two will be loaded in | Level 2 was loaded in |
| Test splash screen to main menu transition | Click the “click here” prompt on splash screen | Main menu will be loaded in | Main menu was loaded in |
| Test start level one from main menu | Click the “start game” button from main menu | Level one will be loaded in and the game will start | Level 1 was loaded in and the game started |
| Test transition to settings menu from main menu | Click the “settings” button while in main menu | Settings scene will be loaded in | Settings scene was loaded in |
| Test golden pin points get added to point tally | Shoot ball at golden pin | Points tally gets increased by +15 | Points tally gets increased by +15 |
| Test trail renderer on ball | Mouse down on ball, pull back and release | A trail will be rendered as the ball is fired | A trail is rendered as the ball is fired |
| Test |  |  |  |