**TEST PLAN**

1. General Menu Operation:

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| --- | --- |
| **Test Case** | **PASS / FAIL** |
| all controls operational |  |
| all options highlightable |  |
| all options lead to appropriate state |  |
| smooth transition to next state |  |

2. General Level Operation

|  |  |
| --- | --- |
| **Test Case** | **PASS / FAIL** |
| player fires when spacebar pressed |  |
| player restricted to screen bounds |  |
| enemies spawn |  |
| enemies killed after appropriate number of hits |  |
| level ends when it is supposed to |  |
| correct points allocated after each kill |  |
| points increment after each kill |  |
| no noticeable graphical glitches |  |

3. Level Up Screen Operation

|  |  |
| --- | --- |
| **Test Case** | **PASS / FAIL** |
| armor increases when option is selected |  |
| damage increases when option is selected |  |
| health increases when option is selected |  |

4. Level One Operation

|  |  |
| --- | --- |
| **Test Case** | **PASS / FAIL** |
| Rubiks cubes appear |  |
| Rubiks cubes move down the screen |  |
| Rubiks cubes causes damage to player if hit |  |
| Boss appears upon killing 15 enemies |  |

4. Level Two Operation

|  |  |
| --- | --- |
| **Test Case** | **PASS / FAIL** |
| Rubiks cubes appear |  |
| Rubiks cubes move down the screen |  |
| Rubiks cubes causes damage to player if hit |  |
| Ducks appear |  |
| Ducks move down the screen |  |
| Duck stops half way down the screen |  |
| Duck starts to fire projectile at enemy |  |
| Orange projectile causes damage to player if hit |  |

5. MultiPlayer Operation

|  |  |
| --- | --- |
| **Test Case** | **PASS / FAIL** |
| Connects to server |  |
| “Friend” appears |  |
| Rubiks cubes appear |  |
| Rubiks cubes inflict damage upon intersection with either player |  |