# Test Plan #[NUMBER HERE]

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| TESTING | DESCRIPTION | EXPECTED OUTCOME | ATUAL OUTCOME | SUCCESS?  (YES / NO / MAYBE) | EVIDENCE |
| 1.0 Basic Movement | The A and D movement of the player. | The player should move to the left and to the right and stop while following the surface the player is standing on, when the respected A or D keys are held. |  |  |  |
| 1.1 Jumping | The W to jump up. | The player should have an instant velocity change upwards, this will last until gravity is more of a force and the player should then fall. No clipping. |  |  |  |
| 1.2 Gravity | Force downwards when the player is in the air. | The player should go down when in the air until they are on the ground. |  |  |  |
| 2.0 Jet Pack Flight | The flight movement with the jet pack. | The player should move left with A and right with D and the jet pack should fire with W only when the player has fuel. |  |  |  |
| 2.1 Jet Pack Activation | When the jet pack should turn on. | When the player jumps, there should be enough time for the W key to be lifted before activating the jet pack with W. Jet pack must only work when in the air. (and with fuel) |  |  |  |
| 2.2 Jet Pack Deactivation | When the jet pack should turn off. | The jet pack should turn off if the W key is no longer held or the player is not in the air. However, if the player touches the ground while they are using the jet pack, they should still be able to keep using it. The player should pass through ladders. (collision) |  |  |  |

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| 2.3 Jet Pack Fuel | The fuel usage. | The jet pack should only function when the player has fuel. There is a max and min fuel that the player must never exceed. |  |  |  |
| 3.0 Jet Pack Fuel Guage – Fuel Bar Moving. |  |  |  |  |  |
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