# Test Plan #[NUMBER HERE]

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| TESTING | DESCRIPTION | EXPECTED OUTCOME | ATUAL OUTCOME | SUCCESS?  (YES / NO / MAYBE) | EVIDENCE |
| 1.0 Jetpack UI – Fuel gauge. | The fuel gauge to display current fuel quantity. | The fuel gauge should decrease as the player flies with the jetpack.  The gauge should never go below 0 and above max fuel. |  |  |  |
| 1.1 Jetpack UI – Fuel gauge light. | The light below the fuel gauge that can flash. | The light should start to flash when the fuel amount left is 25% of the total amount of fuel. Otherwise, it should stay off. (bonus – have light speed up as there are less fuel left). |  |  |  |
| 1.2 Jetpack UI – Fuel gauge alarm sound. | The beeping sound for when the player uses the jetpack in the air and have low fuel. | Beeping should only player when the player is using the jetpack, and they have less than 25% fuel left.  (bonus – have beep sound speed up as there are less fuel left). |  |  |  |
| 2.0 Pause Menu – Pauses game. | Just pausing the game. | The game should freeze, and the player controls and physics should pause too. Nothing should be doing anything except the pause menu.  Pause menu should appear when escape is pressed. |  |  |  |
| 2.1 Pause Menu – Resuming and resume button. | Resuming the game after it is paused. | When the escape key is pressed / resume button is pressed. The game should unfreeze. |  |  |  |
| 2.2 Pause Menu – Main menu button. | Pressing the main menu button on the pause menu. | When the main menu button is pressed. The player should be taken back to the main menu. No artifacts of the game should be brought over. |  |  |  |
| 2.3 Pause Menu – Quit button. | Pressing the quit button on the pause menu. | When the quit button is pressed. The game should close. No crashing, applicating hanging or errors. Just close. |  |  |  |
| 3.0 Main Menu – Is there a main menu. | Checking the main menu. | The main menu should be loaded when the applicating is loaded.  The main menu should have no artifacts or visual errors. |  |  |  |
| 3.1 Main Menu – Start game button. | Pressing the start game button on the main menu. | This should get rid of the main menu and load the first level. |  |  |  |
| 3.2 Main Menu – Quit button. | Pressing the quit button on the main menu. | The game should close when the quit button is clicked. No crashes or errors. |  |  |  |