# Test Plan #N

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| TESTING | DESCRIPTION | EXPECTED OUTCOME | ATUAL OUTCOME | SUCCESS?  (YES / NO / MAYBE) | EVIDENCE |
| 1.0 Movement (WASD) | Moving the character. | W should move the player forwards.  S should move the player backwards.  A should move the player left.  D should move the player right. |  |  |  |
| 2.0 Interaction system – Pressing E to interact. | Testing the interacting system. | Walk up to an object.  Press E while looking at it, while close to it. |  |  |  |
| 2.1 Interaction system – Items are highlighted. | Testing the interacting system. | Look at an item and it should be highlighted. |  |  |  |
| 2.2 Interaction system – Item detection and selection. | Testing the interacting system. | Walk up to an item and look at it, if it gets highlighted.  Have 8 objects placed in a cube formation and check that the closest and most looked at item is selected. |  |  |  |
| 3.0 Keypad – Keypad is highlighted when the player is looking at it. | Keypad systems. | Walk up to the keypad and look left to right over it. The highlight should toggle on and off when looking near it and away. |  |  |  |
| 3.1 Keypad – When keypad is interacted with, camera is moved and rotated to face it directly. | Keypad systems. | Press E on the keypad and the camera should smoothly lerp / move and look towards the keypad. |  |  |  |
| 3.2 Keypad – Each key functions. (numbers 0 – 9, clear, del and submit) | Keypad systems. | Open the keypad and use the mouse and hover over the numbers, the hey that is being hovered should be highlighted. When the key is no longer being hovered then there should be no outline. |  |  |  |
| 3.3 Keypad – Display shows placeholder if nothing is entered but also displays current input. | Keypad systems. | Open the keypad and enter in any set numbers (ideally try all) and the display should only should the specified length of numbers.  When cleared, the numbers slots should be a place holder.  Submit and delete should work. |  |  |  |
| 3.4 Keypad – Submitting, keypad flashes green when code is correct and red if wrong, code does not clear until animation is over or interrupted. | Keypad systems. | When submitting the code, if it’s wrong, it needs to flash red but keep the code on screen for a period.  Else if it is correct, it should flash green.  If any key such as clear or a number key, then the animation should be ended. |  |  |  |
| 3.5 Keypad – Keypad triggers the object; this can be a door. | Keypad systems. | Enter the correct code and it should trigger the attached event. |  |  |  |
| 4.0 Documents – Looking over the document should make it glow. | Testing document system. | Go up to a document and look at it, it should be highlighted, and there should be no highlight when the document is not being looked at. |  |  |  |
| 4.1 Documents – Pressing E will open the node in the PDA and display the note. | Testing document system. | Pressing E while looking at the document should open the PDA, and the image / material of the document is also displayed in a “readable” format. |  |  |  |
| 4.2 Documents – Text Cover, text cover should cover the image of the document and be in a readable format. | Testing document system. | Pressing T or clicking the translate button, the image of the document should darken, and text should be overlayed.  Pressing T or clicking translate again, should close the text overlay. |  |  |  |
| 4.3 Documents – Are stored and can be accessed from the PDA. | Testing document system. | Pressing I and pressing the documents button should open the page with all collected documents and display them in a list. |  |  |  |
| 5.0 Inventory – Interacting with a collectable item will add it to the inventory. | Testing inventory system. | Pressing E on an item should add it to the inventory and remove it from the world.  Items cannot stack in a slot, only one item per slot. |  |  |  |
| 5.1 Inventory – Pressing I in the keyboard will open the PDA. | Testing inventory system. | Pressing I should open the inventory section of the PDA. |  |  |  |
| 5.2 Inventory – Items can be dragged around to different slots and be dragged off and dropped. | Testing inventory system. | Clicking and holding over an item in the inventory should begin dragging.  If an item is dragged over a slot, then the item will go into that slot.  If the item is dragged off the grid, then the item should be dropped and removed from inventory. |  |  |  |
| 5.3 Inventory – Usable Items can be used. | Testing inventory system. | Pressing the use item should use the item and remove it from inventory. (unless item can be used more than once). |  |  |  |
| 5.3 Inventory – Item names (and possibly) descriptions are displayed somewhere. | Testing inventory system. | When an item is selected in the inventory, the icon and name should appear at the top. |  |  |  |
| 6.0 Subtitles – Subtitles are displayed when voices are played. (character by character) | Subtitles. | When the AI voice manager is played, the subtitles is played as well. (also attempt to keep word to word sync). |  |  |  |
| 6.1 Subtitles – (in dev) Subtitles are either overridden to the one that is playing, or multiple subtitles are displayed. | Subtitles. | Either:  A – The new voice subtitles are played.  Or  B – A new subtitle box is created. |  |  |  |
| 7.0 Big doors – Big doors can be opened and closed. (by trigger from either a keypad or other source) | Very big doors. | Doors can be opened and closed with a device such as a keypad. |  |  |  |
| 7.1 Big doors – They can be locked too. | Very big doors. | Doors that are locked cannot be opened. Unless unlocked or overridden. |  |  |  |
| 8.0 Helmet – Helmet is attached to the player and rotates slightly slower than normal look rotation. | Helmet. | Look around in the helmet. |  |  |  |
| 8.1 Helmet – Helmet is removed during interacting with keypad and other similar object and returned when stopped. | Helmet. | Interact with keypad or opening UI should remove or overlay the helmet. |  |  |  |
| 9.0 Pause menu – It can be opened with escape (with no other UI and elements interrupting) and pauses the game. | UI. | Press escape int game, and the pause menu should open.  Player should not be able to interact, move, or look in the game until the pause menu is closed. |  |  |  |
| 9.1 Pause menu – Exit to menu, quit game and resume works. | UI. | Pressing quit should close the game.  Pressing main menu should exit the level and load the main menu.  Pressing resume should resume the game. |  |  |  |
| 10.0 Main menu – Is the first scene loaded. | UI. | When launching the game, it should load the main menu. |  |  |  |
| 10.1 Main menu – Start game works and loads the ship level. | UI. | Pressing start game, loads the ship level. |  |  |  |
| 10.2 Main menu – Quit button works. | UI. | Pressing the escape button closes the game. |  |  |  |