# 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. |  |  |  |  |  |
| 2.1 Interaction system – Items are highlighted. |  |  |  |  |  |
| 2.2 Interaction system – Item detection and selection. |  |  |  |  |  |
| 3.0 Keypad – Keypad is highlighted when the player is looking at it. |  |  |  |  |  |
| 3.1 Keypad – When keypad is interacted with, camera is moved and rotated to face it directly. |  |  |  |  |  |
| 3.2 Keypad – Each key functions. (numbers 0 – 9, clear, del and submit) |  |  |  |  |  |
| 3.3 Keypad – Display shows placeholder if nothing is entered but also displays current input. |  |  |  |  |  |
| 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. |  |  |  |  |  |
| 3.5 Keypad – Keypad triggers the object; this can be a door. |  |  |  |  |  |
| 4.0 Documents – Looking over the document should make it glow. |  |  |  |  |  |
| 4.1 Documents – Pressing E will open the node in the PDA and display the note. |  |  |  |  |  |
| 4.2 Documents – Text Cover, text cover should cover the image of the document and be in a readable format. |  |  |  |  |  |
| 4.3 Documents – Are stored and can be accessed from the PDA. |  |  |  |  |  |
| 5.0 Inventory – Interacting with a collectable item will add it to the inventory. |  |  |  |  |  |
| 5.1 Inventory – Pressing I in the keyboard will open the PDA. |  |  |  |  |  |
| 5.2 Inventory – Items can be dragged around to different slots and be dragged off and dropped. |  |  |  |  |  |
| 5.3 Inventory – Usable Items can be used. |  |  |  |  |  |
| 5.3 Inventory – Item names (and possibly) descriptions are displayed somewhere. |  |  |  |  |  |
| 6.0 Subtitles – Subtitles are displayed when voices are played. (character by character) |  |  |  |  |  |
| 6.1 Subtitles – (in dev) Subtitles are either overridden to the one that is playing, or multiple subtitles are displayed. |  |  |  |  |  |
| 7.0 Big doors – Big doors can be opened and closed. (by trigger from either a keypad or other source) |  |  |  |  |  |
| 7.1 Big doors – They can be locked too. |  |  |  |  |  |
| 8.0 Helmet – Helmet is attached to the player and rotates slightly slower than normal look rotation. |  |  |  |  |  |
| 8.1 Helmet – Helmet is removed during interacting with keypad and other similar object and returned when stopped. |  |  |  |  |  |
| 9.0 Pause menu – It can be opened with escape (with no other UI and elements interrupting) and pauses the game. |  |  |  |  |  |
| 9.1 Pause menu – Exit to menu, quit game and resume works. |  |  |  |  |  |
| 10.0 Main menu – Is the first scene loaded. |  |  |  |  |  |
| 10.1 Main menu – Start game works and loads the ship level. |  |  |  |  |  |
| 10.2 Main menu – Quit button works. |  |  |  |  |  |
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