# Test Plan #N

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| TESTING | DESCRIPTION | EXPECTED OUTCOME | ATUAL OUTCOME | SUCCESS?  (YES / NO / MAYBE) | EVIDENCE |
| 1.0 Main Menu – On load | Testing when the main menu is loaded and when it is loaded. | Loading game opens main menu. On loading the main menu, the mouse should be visible and moveable. |  |  |  |
| 1.1 Main Menu – Start Game button | Starting the game. | On clicking the start game button, it should load the game. |  |  |  |
| 1.2 Main Menu - Quit | Game close on clicking quit. | Clicking the quit game button should close the game. |  |  |  |
| 2.1 Pause Menu – Opening it |  | Should be closed by default.  Pressing escape should toggle the pause menu and the pause state.  The game should pause. |  |  |  |
| 2.1 Pause Menu - Resume |  | Resume the game on click. |  |  |  |
| 2.2 Pause Menu – Main menu |  | Loads the main menu. |  |  |  |
| 2.3 Pause Menu - Quit |  | Quits the game. |  |  |  |
| 3.0 Hud – Weapon stats |  | Name and current ammo should be displayed.  Cooldown bar should work for weapon that overheat.  Charge bar should work for weapon that need to charge up. |  |  |  |
| 3.1 Hud – mini map |  | Minimap should show arrow for player and red dots for enemies.  Background should be the world. |  |  |  |
| 3.2 Hud – Ability icons |  | Ability icons should be icons of abilities.  Ability icons should be greyed out when on cooldown and with a radial fill to indicate time left. |  |  |  |
| 3.3 Hud - rounds |  | Number top left should indicate current round. |  |  |  |
| 3.4 Hud – Damage vignette. |  | Visible only when health is less than 1/3.  Pulses while visible. |  |  |  |
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