

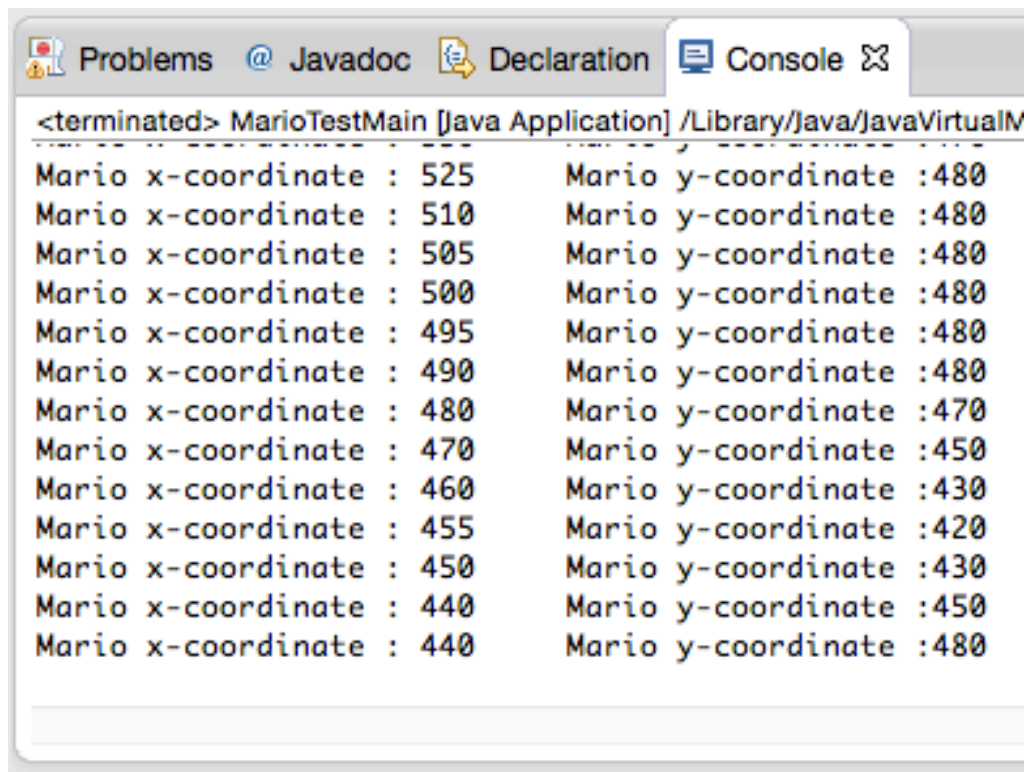
Title: Super Mario

Vision: In this game, we want to create a basic vision of the Super Mario game. we want the user can control Mario to run forward backward and jump, we want to create some enemies for him like mushrooms or tortoise. when Mario jump onto his enemies the enemies will die and if he touches the enemy he will die. we also want to make some blocks on the sky that Mario can jump onto. Music is one of our expectations too. There might be three or four levels in this game.

Who: WENJIN ZHANG, TIANFANG WANG, DONGYAO WANG.

Automated Tests:

In this test, instead of controlling Mario by looking for it on the screen, we use a more specific method to control Mario's static which is by coordinate. In this way we can make Mario to go to a precise location to test whether it follows our command and the coordinate will be printed on the output as we send moving signal to him.



```
<terminated> MarioTestMain [Java Application] /Library/Java/JavaVirtualM  
Mario x-coordinate : 525      Mario y-coordinate :480  
Mario x-coordinate : 510      Mario y-coordinate :480  
Mario x-coordinate : 505      Mario y-coordinate :480  
Mario x-coordinate : 500      Mario y-coordinate :480  
Mario x-coordinate : 495      Mario y-coordinate :480  
Mario x-coordinate : 490      Mario y-coordinate :480  
Mario x-coordinate : 480      Mario y-coordinate :470  
Mario x-coordinate : 470      Mario y-coordinate :450  
Mario x-coordinate : 460      Mario y-coordinate :430  
Mario x-coordinate : 455      Mario y-coordinate :420  
Mario x-coordinate : 450      Mario y-coordinate :430  
Mario x-coordinate : 440      Mario y-coordinate :450  
Mario x-coordinate : 440      Mario y-coordinate :480
```

User Acceptance Tests:

Project Name : SUPER MARIO

Test Case 1

Test case ID : T1
Test priority(Low/Medium/High) : Med
Module name : Mario movement
Test title : Mario movement

Test designed by : DONGAYO WANG
Test designed date : 4/1/2015
Test execute by : WENJIN ZHANG
Test execute date : 4/1/2015

Description : In this test case we are going to test mario's movement of moving forward, backward and jumping.

Pre-conditions:Use can control Mario to run,jump and pass levels.

step	test step	test date	expected result	Status(Pass/Fail)	Notes
1	Open SuperMario	4/1/15	SuperMario opens	Pass	
2	use ->to make him go forward	4/1/15	Mario go forward	Pass	
3	use <-to make him go backward	4/1/15	Mario go backward	Pass	
4	use up key to make him jump	4/1/15	Mario jumps	Pass	

Project Name : SUPER MARIO

Test Case 2

Test case ID : T2
Test priority(Low/Medium/High) : Med
Module name : Mario on block status
Test title : Mario on block status

Test designed by : DONGAYO WANG
Test designed date : 4/1/2015
Test execute by : WENJIN ZHANG
Test execute date : 4/1/2015

Description : In this test case we are going to test that whether mario can stay on the blocks which are on the sky.

Pre-conditions:Use can control Mario to run,jump and pass levels.

step	test step	test date	expected result	Status(Pass/Fail)	Notes
1	Open SuperMario	4/1/15	SuperMario opens	Pass	
2	use up key to make him jump onto a block	4/1/15	Mario jumps onto a block	Pass	
3	use ->to make him go forward on the block	4/1/15	Mario goes forward on the block	Pass	
4	use ->to make him go down to the ground	4/2/15	Mario goes down to the ground	Pass	

Project Name : SUPER MARIO

Test Case 3

Test case ID : T3
Test priority(Low/Medium/High) : Med
Module name : Mario goes through levels
Test title : Mario goes through levels

Test designed by : DONGAYO WANG
Test designed date : 4/1/2015
Test execute by : WENJIN ZHANG
Test execute date : 4/1/2015

Description : In this test case we are going to test that If Mario can go through levels by touching the right border.

Pre-conditions:Use can control Mario to run,jump and pass levels.

step	test step	test date	expected result	Status(Pass/Fail)	Notes
1	Open SuperMario	4/1/15	SuperMario opens	Pass	
2	use ->to make him go to the right border	4/1/15	Mario go to border	Pass	
3	As Mario touches border level 2 appears	4/1/15	Level 2 appears	Pass	

Project Name : SUPER MARIO

Test Case 4

Test case ID : T4
Test priority(Low/Medium/High) : Med
Module name : Slaughter on enemies
Test title : Slaughter on enemies

Test designed by : DONGAYO WANG
Test designed date : 4/1/2015
Test execute by : TIANFANG WANG
Test execute date : 4/1/2015

Description : In this test case we are going to test that whether mario can kill enemies by jumping onto them.

Pre-conditions:Use can control Mario to run,jump and pass levels.

step	test step	test date	expected result	Status(Pass/Fail)	Notes
1	Open SuperMario	4/1/15	SuperMario opens	Pass	
2	use up key to make him jump on to a enemy	4/1/15	Mario jumps onto a enemy	Pass	
3	enemy dies	4/1/15	enemy dies	Pass	

Project Name : SUPER MARIO

Test Case 5

Test case ID : T5
Test priority(Low/Medium/High) : Med
Module name : Mario's death
Test title : Mario's death

Test designed by : DONGAYO WANG
Test designed date : 4/1/2015
Test execute by : TIANFANG WANG
Test execute date : 4/1/2015

Description : In this test case we are going to test that whether mario would die if he touch enemies by their side border.

Pre-conditions:Use can control Mario to run,jump and pass levels.

step	test step	test date	expected result	Status(Pass/Fail)	Notes
1	Open SuperMario	4/1/15	SuperMario opens	Pass	
2	use up key to make him go to a enemy	4/1/15	Mario go to a enemy	Pass	
3	Mario dies	4/1/15	Mario dies	Pass	