**AstroEscape Test Cases**

**Main Menu**

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| **ID** | **Step Description** | **Expected Result** |
| 1 | Run main menu | Main menu scene should not be loaded as a playable level |
| 2 | Run main menu | All scenes beginning with 'Level' should be loaded as a playable level |
| 3 | Run main menu | 'Play' button should be present and functional |
| 4 | Click 'Play' button | Level selection screen should appear |
| 5 | Click 'Options' button | Options menu should appear |
| 6 | Click 'Help' button | Help menu should appear |

**Level Selection**

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| --- | --- | --- |
| **ID** | **Step Description** | **Expected Result** |
| 1 | Run level selection screen | Display level buttons corresponding to available levels |
| 2 | Click level button | Corresponding level should load |
| 3 | Click 'Back' button | Return to the main menu |
| 4 | Click 'Stats' button | Player statistics should be displayed |

**Levels**

**Player Mechanics**

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| --- | --- | --- |
| **ID** | **Step Description** | **Expected Result** |
| 1 | Load level -> Press 'up' key | Player should move up |
| 2 | Load level -> Press 'down' key | Player should move down |
| 3 | Load level -> Press 'left' key | Player should move left |
| 4 | Load level -> Press 'right' key | Player should move right |

**Maze Navigation & Question Areas**

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| **ID** | **Step Description** | **Expected Result** |
| 1 | Load level | Question and text prompts should be set to invisible |
| 2 | Load level | Program throws an error if no answer is loaded |
| 3 | Move to question area | Question and text prompts should appear |
| 4 | Move out of question area | Question and text prompts should disappear |
| 7 | Attempt to move while answering | Player should be unable to move |
| 8 | Press 'Enter' key with invalid input | Answer is rejected |
| 9 | Input incorrect answer -> Press 'Enter' | Answer is rejected |
| 10 | Input correct answer -> Press 'Enter' | Answer is accepted |

**Collectibles Mechanics**

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| **ID** | **Step Description** | **Expected Result** |
| 1 | Player moves over a collectible | Collectible should disappear and be added to player's score |
| 2 | Collect all collectibles in a level | Achievement should be unlocked if applicable |
| 4 | Pick up collectible -> Check UI | Score should increase accordingly |

Simple Tests:



