



TESTING DOCUMENT 4981



Zombie Movement

Prerequisites: User is in game

Test #	Description	Test Steps	Expected Result	Actual Results
1.	Zombies don't immediately flow in upon game start	At start of game, ensure 10 seconds pass before first wave of zombie begin. (wave indicator)	Players can explore the area for 10 seconds before zombie waves begin	Passed
2	Zombie moves towards tower	Stay in the middle near tower. Check for zombies.	Zombies are moving towards the base tower.	Passed
3	Zombie hits tower	Allow zombie to move beside tower.	Zombie begins hitting the tower when it's in melee range.	Passed
4	Zombie moves towards player	Move to an area of map where there are zombies.	Zombie move towards a player within range, facing their direction	Passed
5	Zombie hits player	Allow zombie to begin hitting player. Continue to let zombie hit player.	Player receives damage, losing health. When player reaches 0 health, player dies.	Passed
6	Zombie movement vs marine movement	At the start of game, move to map area with zombies. Compare your movement to that of a zombie.	Regular zombie movement is slower than marine in early levels	Passed
7	Zombie encounters barricade/obstacle	Retrieve/buy a barricade and move to area of map with zombie. Place down barricade.	Zombie moves around obstacle and breaks/avoid barricade	Passed

8	Zombie moves towards turret	Buy turret and place it on map far from base. Stand far away from turret but still in view. Continue to let zombie hit turret.	Zombie moves towards turret and begins hitting turret. Turret loses health and dies when reaches 0	Passed
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