Testing Document 4981

***Zombie Movement***

Prerequisites: User is in game

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| **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 |