

Bumper Blasters Test Plan

Team 3

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1. Title: Visit game website
Procedure: Open URL to game website.
Result: Server responds with game landing page.
Severity: Critical
2. Title: Game Lobby Search
Procedure: Navigate to lobby page and search for a match that has already been made.
Result: Website loads the matches, with the lobby we searched for as an option.
Severity: Workaround
3. Title: Game Lobby Search with no results
Procedure: Navigate to lobby page and search for a match that has not been made.
Result: Website loads the matches, with no lobbies as a result.
Severity: Workaround
4. Title: Joining in progress game
Procedure: Navigate to lobby page and search for a match that has already started and join the game in progress.
Result: Website loads the match, and user is able to play with the game already in progress.
Severity: Important
5. Title: Receive a custom character skin.
Procedure: Join a game
Result: The user is assigned a character skin
Severity: Workaround
6. Title: Receive different character skins.
Procedure: Have several users join a game.
Result: At least some of the users should be assigned random different skins.
Severity: Workaround
7. Title: Use Up arrow for firing up
Procedure: When in game type the up arrow.
Result: The game should have the player firing in the up direction, and when released, stop.
Severity: Important

8. Title: Use Right arrow for firing right
Procedure: When in game type the right arrow.
Result: The game should have the player firing in the right direction, and when released, stop.
Severity: Important
9. Title: Use Left arrow for firing left
Procedure: When in game type the left arrow.
Result: The game should have the player firing in the left direction, and when released, stop.
Severity: Important
10. Title: Use Down arrow for firing down
Procedure: When in game type the down arrow.
Result: The game should have the player firing in the down direction, and when released, stop.
Severity: Important
11. Title: Use Right and Up arrow for firing up and to the right
Procedure: When in game type the right and up arrow.
Result: The game should have the player firing in the up and right direction, and when released, stop.
Severity: Important
12. Title: Use Right and Down arrow for firing down and to the right
Procedure: When in game type the right and down arrow.
Result: The game should have the player firing in the down and right direction, and when released, stop.
Severity: Important
13. Title: Use Left and Up arrow for firing up and to the left
Procedure: When in game type the left and up arrow.
Result: The game should have the player firing in the up and left direction, and when released, stop.
Severity: Important
14. Title: Use Left and Down arrow for firing down and to the left
Procedure: When in game type the left and down arrow.
Result: The game should have the player firing in the down and left direction, and when released, stop.
Severity: Important

15. Title: Use Left and Right arrow for firing left or right
Procedure: When in game type the left and right arrow.
Result: The game should have the player firing in the right or left direction, depending on the most recent press.
Severity: Workaround
16. Title: Use Up and Down arrow for firing down or up
Procedure: When in game type the up and down arrow.
Result: The game should have the player firing in the up or down direction, depending on the most recent press.
Severity: Workaround
17. Title: Use W key for moving up
Procedure: When in game type the w key.
Result: The game should have the player moving in the up direction, and when released, stop.
Severity: Important
18. Title: Use D key for moving right
Procedure: When in game type the d key.
Result: The game should have the player moving in the right direction, and when released, stop.
Severity: Important
19. Title: Use A key for moving left
Procedure: When in game type the a key.
Result: The game should have the player moving in the left direction, and when released, stop.
Severity: Important
20. Title: Use S key for moving down
Procedure: When in game type the s key.
Result: The game should have the player moving in the down direction, and when released, stop.
Severity: Important
21. Title: Use W and D key for moving up and to the right
Procedure: When in game type the w and d key.
Result: The game should have the player moving in the up and right direction, and when released, stop.
Severity: Important

22. Title: Use D and S key for moving down and to the right
Procedure: When in game type the d and s key.
Result: The game should have the player moving in the down and right direction, and when released, stop.
Severity: Important
23. Title: Use A and W arrow for moving up and to the left
Procedure: When in game type the left and up arrow.
Result: The game should have the player moving in the up and left direction, and when released, stop.
Severity: Important
24. Title: Use A and S arrow for moving down and to the left
Procedure: When in game type the a and s key.
Result: The game should have the player moving in the down and left direction, and when released, stop.
Severity: Important
25. Title: Use A and D arrow for moving right or left
Procedure: When in game type the a and d key.
Result: The game should have the player not move, since the keys are negating each other.
Severity: Workaround
26. Title: Use W and S arrow for moving up or down
Procedure: When in game type the w and s key.
Result: The game should have the player not move, since the keys are negating each other.
Severity: Workaround
27. Title: Collision with left wall
Procedure: A user navigates their character to the left side of the playing field and the user collides with the border.
Result: The sprite stops moving and is limited to the playing field
Severity: Important
28. Title: Collision with right wall
Procedure: A user navigates their character to the right side of the playing field and the user collides with the border.
Result: The sprite stops moving and is limited to the playing field
Severity: Important
29. Title: Collision with top wall

Procedure: A user navigates their character to the top side of the playing field and the user collides with the border.

Result: The sprite stops moving and is limited to the playing field

Severity: Important

30. Title: Collision with bottom wall

Procedure: A user navigates their character to the bottom side of the playing field and the user collides with the border.

Result: The sprite stops moving and is limited to the playing field

Severity: Important

31. Title: Hazard on playing field

Procedure: A user runs their sprite into a spike hazard on the playing field.

Result: The character's sprite dies. After a short period of time the sprite will re spawn at a random location with full health and 1 less point for score.

Severity: Important

32. Title: Hit by projectile

Procedure: A user shoots a projectile at another user's sprite.

Result: When the projectile strikes the other user's sprite the projectile will disappear and the player's sprite will lose 10 health points.

Severity: Important

33. Title: Killed by projectile

Procedure: A user shoots a projectile at another user's sprite with health less than 10.

Result: When the projectile strikes the other user's sprite the projectile will disappear and the player's sprite will die and be removed from the screen. The score of the player who fired the projectile will be increased by 1. After a short time of death, the killed player will respawn in a random location with full health and 1 less point.

Severity: Important

34. Title: Damage reduction power up spawns within the map.

Procedure: Within a game, wait for a damage reduction power up to spawn.

Result: A damage reduction power up is spawned within the map.

Severity: Workaround

35. Title: Damage reduction power up spawns within the map within a reasonable amount of time.

Procedure: Within a game, wait a reasonable amount of time (up to 5 minutes) for a damage reduction power up to spawn.

Result: A damage reduction power up is spawned within the map.

Severity: Workaround

36. Title: Damage reduction power up disappears on consumption
Procedure: A user's sprite will collide with a damage reduction power up.
Result: The damage reduction power up sprite will disappear from the playing field
Severity: Workaround
37. Title: Damage reduction power up decreases the player damage taken
Procedure: A user's sprite will collide with a damage reduction power up.
Result: For 10 seconds following the collision the user's sprite will only incur 50% of the damages it encounters.
Severity: Important
38. Title: Collision with the damage reduction power up causes a green aura to appear around the user's sprite
Procedure: A user's sprite will collide with a damage reduction power up.
Result: A green aura will appear around the sprite for 10 seconds
Severity: Workaround
39. Title: Speed boost power up spawns within the map within a reasonable amount of time.
Procedure: Within a game, wait a reasonable amount of time (up to 5 minutes) for a speed boost power up to spawn.
Result: A power up is spawned within the map.
Severity: Workaround
40. Title: Speed boost power up disappears on consumption
Procedure: A user's sprite will collide with a speed boost power up.
Result: The speed boost power up sprite will disappear from the playing field
Severity: Workaround
41. Title: Speed boost power up increases player sprite speed by 50% for 10 seconds
Procedure: A user's sprite will collide with a speed boost power up.
Result: For 10 seconds following the collision the user's sprite will travel 50% faster.
Severity: Important
42. Title: Collision with the speed boost power up causes a yellow aura to appear around the user's sprite
Procedure: A user's sprite will collide with a speed boost power up.
Result: A yellow aura will appear around the sprite for 10 seconds
Severity: Workaround
43. Title: Health Regeneration power up spawns within the map

Procedure: Within a game, wait for a health regeneration power up to spawn.

Result: A power up is spawned within the map.

Severity: Workaround

44. Title: Health Regeneration power up spawns within the map within a reasonable amount of time.

Procedure: Within a game, a health regeneration power up spawns within a reasonable amount of time (5 minutes).

Result: A power up is spawned within the map.

Severity: Workaround

45. Title: Health Regeneration power up disappears on consumption

Procedure: A user's sprite will collide with a Health Regeneration power up.

Result: The Health Regeneration power up sprite will disappear from the playing field

Severity: Workaround

46. Title: Health Regeneration power up increases the player's health

Procedure: A user's sprite will collide with a Health Regeneration power up.

Result: The user's health will restore 50 percent of their total health.

Severity: Importabt

47. Title: Collision with the health regeneration power up causes a red aura to appear around the user's sprite

Procedure: A user's sprite will collide with a health regeneration power up.

Result: A green aura will appear around the sprite for 10 seconds

Severity: Workaround

48. Title: Tab for scoreboard

Procedure: When a user is in game press the "tab" key.

Result: A scoreboard should appear to the user showing all of the players currently in the match and their current scores.

Severity: Workaround

49. Title: Player Health Bar

Procedure: At any point in game, check to see if there is a player health bar.

Result: Health Bar shows the player's current health

Severity: Workaround

50. Title: Users in game room

Procedure: Create 9 users in a game room

Result: When more than the maximum number of users (8) is in a single game room, a new game room will be created.

Severity: Workaround

51. Title: User earns one point when killing another player
Procedure: Create 2 users in same game. One user kills the other player.
Result: When the second player dies, the first gets a point.
Severity: Important
52. Title: Lobby set ID
Procedure: Join a new game, and change the lobby ID to a new name.
Result: The lobby ID is now the name given, to all players in the room.
Severity: Workaround
53. Title: Lobby set ID non unique
Procedure: Join a new game, and change the lobby ID to a name that already exists.
Result: The lobby ID should not be able to be changed.
Severity: Workaround
54. Title: Default username
Procedure: User joins a game and does not specify a username (blank field)
Result: The user will enter the game with a username of "Unnamed#" where # is the incrementing the number of unnamed users there are in the current game.
Severity: Workaround
55. View active lobbies
Procedure: Start several lobbies. View the list of lobbies.
Result: The list should show all active lobbies.
Severity: Workaround
56. Title: Starting game health
Procedure: A user joins a game
Result: The user will have full health.
Severity: Important
57. Title: Change Username
Procedure: In the main menu set a user name. Join a game.
Result: The in game name for the player should be the name that they typed in.
Severity: Workaround
58. Title: Non-unique username
Procedure: In the main menu change the nickname textbox to a name for a player that already exists. Join a game
Result: Both players should have the same name.
Severity: Workaround

59. Title: Play now from the menu

Procedure: In the main menu click the play now button to join a game

Result: The user should be put in a game with less than 4 players currently in it.

Severity: Critical

60. Title: Respawn player when health has reached 0 or less

Procedure: Join a game, take damage until health has reached 0.

Result: Player should respawn

Severity: Important

61. Title: View game rules

Procedure: User clicks on the "show controls and rules"

Result: A web page is shown that lists the controls and rules

Severity: Workaround

62. Title: Health and score should not persist across games

Procedure: Play a game, lose some health, gain some points. Leave the lobby and join a new game.

Result: Your health and score should be reset.

Severity: Workaround