Test Cases

Owner: Humna Hanif

Title:  Level 2 Bug

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass / Fail |
| 1 | Run the game | The game application will start |  |
| 2 | Select the option to start game | Game will start |  |
| 3 | Complete Level 1 | Level 1 completed |  |
| 4 | Complete Level 2 | Level 2 completed |  |

Owner: Humna Hanif

Title:  Edit How to Play Section

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass / Fail |
| 1 | Run the game | The game application will start |  |
| 2 | Select the option that goes to the How to Play Section | The How to Play screen will display with rules |  |
| 3 | Player views How to Play Section | Application allows user to access the How to Play Section |  |
| 4 | Player reads rules of game | Player understands the game and how it is to be played |  |

Owner: Julia Woeste

Title: Update Main Menu

Tester:

Date Tested:

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| --- | --- | --- | --- |
| Step | Action | Expected Results | Pass/Fail |
| 1 | Open the game | The application will open up and the game will run. |  |
| 2 | Player will click main menu option with mouse | Main menu option will open |  |

Owner: Julia Woeste

Title: Arrow Key Loop

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass/Fail |
| 1 | Open the game | The application will open up and the game will run |  |
| 2 | Player will use down arrow key to choose option on main menu | Option will go down and loop to first option |  |
| 3 | Player will use up arrow key to choose option on main menu | Option will go up and loop to the last option |  |

Owner: Jordan Mayo

Title: Pause Button

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass/Fail |
| 1 | Player opens and runs the game | The program will open and begin to run |  |
| 2 | Player selects play game option | The first level starts |  |
| 3 | Player begins playing level | The level progresses |  |
| 4 | Player presses pause button | The level pauses and option to resume game or quit game are shown |  |

Owner: Jordan Mayo

Title: Losing Life Graphics

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass/Fail |
| 1 | Player opens and runs the game | The program will open and begin to run |  |
| 2 | Player selects play game option | The first level starts |  |
| 3 | Player begins playing level | The level progresses |  |
| 4 | Player makes contact with enemy NPC | Graphics are shown that the player has lost a life |  |

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Owner: Andrew Matos

Title: Environmental Obstacles

Tester:

Date Tested:

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| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass/Fail |
| 1 | User opens and runs the game | The game application will open and run properly without issues |  |
| 2 | User selects the option to play the game | The first level will be presented to the user and the game will start |  |
| 3 | User begins playing the current level | The level is progressing |  |
| 4 | User encounters an obstacle within the level | The obstacle is identified and can be passed by the user to complete level |  |

Owner: Andrew Matos

Title: Level Timer

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass/Fail |
| 1 | User opens and runs the game | The game application will open and run properly without issues |  |
| 2 | User selects the option to play the game | The first level will be presented to the user and the game will start |  |
| 3 | User begins playing the current level | The level is progressing |  |
| 4 | Timer for level begins | A countdown timer is presented and going down to 0 seconds |  |
| 5 | Timer for level hits 0 seconds | The level ends automatically and User is put back at the main menu |  |