**Test Planning Summary**

Test Duration (hours):

Survey link:

https://docs.google.com/forms/d/1Yn-3Ktk3hdqb-9IUi4i8ckNfl6TZOuwwnVtmtsk3OjY/edit

**List of Test Cases & Scenarios:**

1. Tested Intention: Players know to interact with NPCs by pressing F when prompted  
   Level no./designer: 1/Quek Kah Jin

Success Criteria:

Players Press F and open up the crafting menu without any difficulties

Fail Criteria:

Player has issues when interacting with the NPC

1. Tested Intention: Left Click to attack the enemy  
   Level no./designer: Quek Kah Jin

Success Criteria:

Kills the enemy with the given weapon

Fail Criteria:

Dies once while facing the initial enemy

1. Tested Intention: Can go through platforms with S key, and jump through platforms from other angles  
   Level no./designer: Quek Kah Jin

Success Criteria:

S on platform and goes down, goes through platform from below

Fail Criteria:

Goes around the platform in order to get above or below.

1. Tested Intention: Switching weapons with number 1,2,3  
   Level no./designer: Quek Kah Jin

Success Criteria:

Equips a secondary weapon and changes to it

Fail Criteria:

Does not use a second weapon

1. Tested Intention: Crafts a item after slaying an enemy  
   Level no./designer: Quek Kah Jin

Success Criteria:

Crafts an item

Fail Criteria:

Does not craft an item

1. Tested Intention: Equips an equipment or weapon in the inventory  
   Level no./designer: Quek Kah Jin

Success Criteria:

Drags an equipment/weapon from the inventory to the equip slots

Fail Criteria:

Doesn’t equip anything new

1. Tested Intention: Can go to another room  
   Level no./designer: Quek Kah Jin

Success Criteria:

Walks off into an entrance to go to another room

Fail Criteria:

Stays in the starting room

1. Tested Intention: Swimming in water without dying  
   Level no./designer: Quek Kah Jin

Success Criteria:

Notices that they are drowning and swims out of the water

Fail Criteria:

Does not notice drowning when they stay too long

1. Tested Intention: Notices status Ailments  
   Level no./designer: Quek Kah Jin

Success Criteria:

Gets a status ailment and thinks its bad to have them

Fail Criteria:

Gains level 3 status ailment

1. Tested Intention: Learns to dash with double tap a/d keys  
   Level no./designer: Quek Kah Jin

Success Criteria:

Dashes successfully

Fail Criteria:

Doesn’t dash