**Test Plan (M1 Version)**

1. Move left as far as you can

* Player should move along floor smoothly to the left wall by pressing “A” key, in which they face to the left of the window
* When player touches left wall they should not be able to move any further to the left, even while continuing to press “A” key

1. Jump into left wall

* Player is positioned in front of wall without touching it
* Player jumps towards wall, holding “A” key
* Player should slide down wall and land back on the floor

1. Move left/right rapidly

* Move player left by pressing “A” key, in which they face to the left of the window
* Move player right by pressing “D” key, in which they face to the right of the window
* Do this repeatedly
* Transitions between left and right should not be glitchy

1. Change direction mid-jump

* Move player left by pressing “A” key, in which they face to the left of the window
* Jump in the air using the “space” key
* While in mid-air, move player right by pressing “D” key, in which they face to the right of the window
* Player direction/velocity should change while in mid-air

1. Move right towards platform

* Player should run along floor smoothly towards the right of window by pressing “D” key
* Player stops smoothly when beside/underneath platform by letting go of “D” key

1. Player jumps onto platform

* Player sprite jumps into the air, by pressing the “space” key, up to a certain distance
* Player moves forward towards platform by pressing “D” key
* Jumping motion resembles real jump trajectory (i.e. initial burst upward that slows to the peak of the jump)
* Player should land on platform that is higher than the floor from before the jump, maintaining a different y value by just standing on the platform

1. Player moves on platform

* Player moves left and right on platform using “A” and “D” keys
* Should move smoothly, same as movement on the floor

1. Player jumps off platform

* Player jumps off platform by pressing “space” key and moves towards the right by pressing the “D” key
* Player should jump to a height and fall towards the floor beneath the platform. This will also be smooth in which there is an initial burst upwards, slowing to a peak, and then descending downwards until the player’s feet hit the floor

1. Player picks up potion

* Player moves to potion to collide with it
* Upon collision, potion disappears and plays a sound

1. Fall into pit

* Player moves into death pit and falls in
* Player sprite goes out of bounds, outside of window view
* When player is outside of window, game plays a sound, fades to black and restarts game

1. (Alternate) Potion disappears

* Have player move to potion without touching it
* Wait
* The potion should disappear, which plays a sound (different to potion pick up) and makes the potion non-interactable

1. Move to next area

* Position player to “door” on the right side of the level past the potion
* Have player move toward door
* Sound of moving to next area should be played, player should be unable to move any more and screen fades to black before resetting the game