Manual Test Plan

1. Go to "Duet/Bin/" folder and run "Duet.exe"

|	Name	Date modified	Type	Size
	Duet_Data	4/9/2019 12:06 AM	File folder	
☐	Mono	4/8/2019 9:29 PM	File folder	
☑	Duet.exe	8/30/2018 9:04 AM	Application	634 KB
	UnityCrashHandler64.exe	8/30/2018 9:11 AM	Application	1,365 KB
	UnityPlayer.dll	8/30/2018 9:11 AM	Application extens...	22,285 KB

2. Every setting in default and click "Play!"

Duet Configuration ✕

Graphics   Input

Screen resolution   1920 x 1080 ⌄   ☐ Windowed

Graphics quality   Ultra ⌄

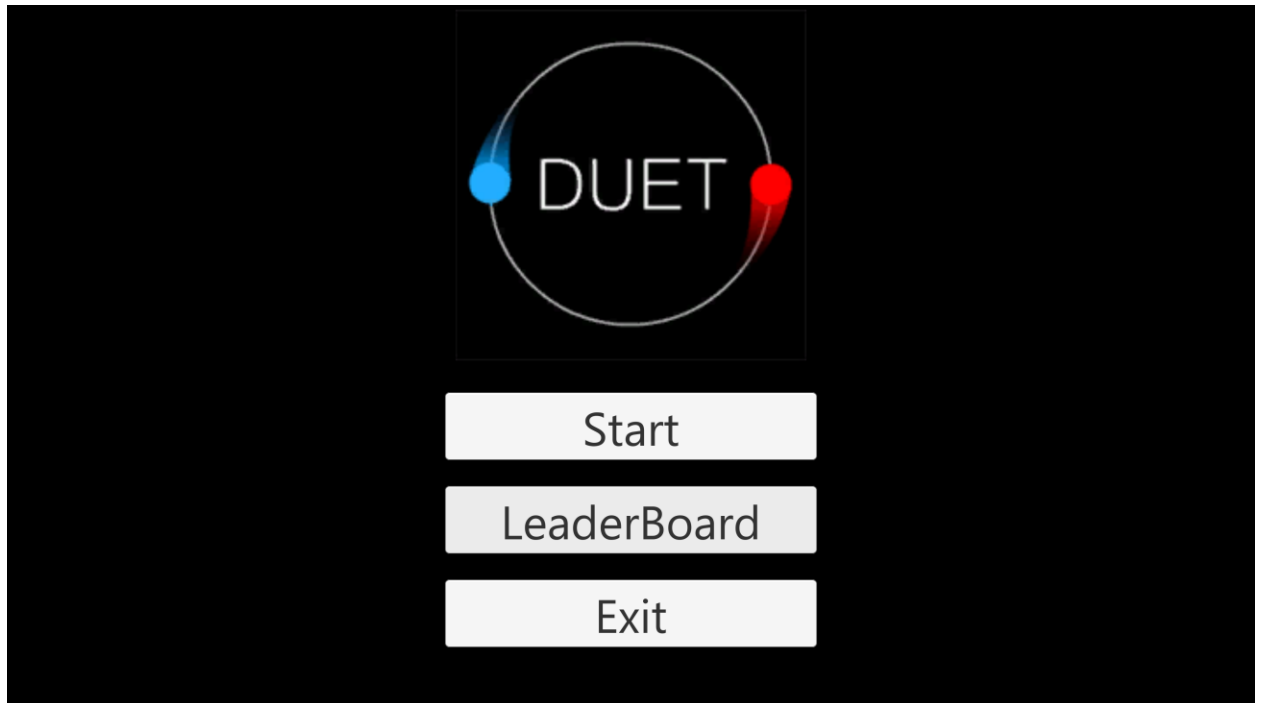Select monitor   Display 1 ⌄

Play!   Quit
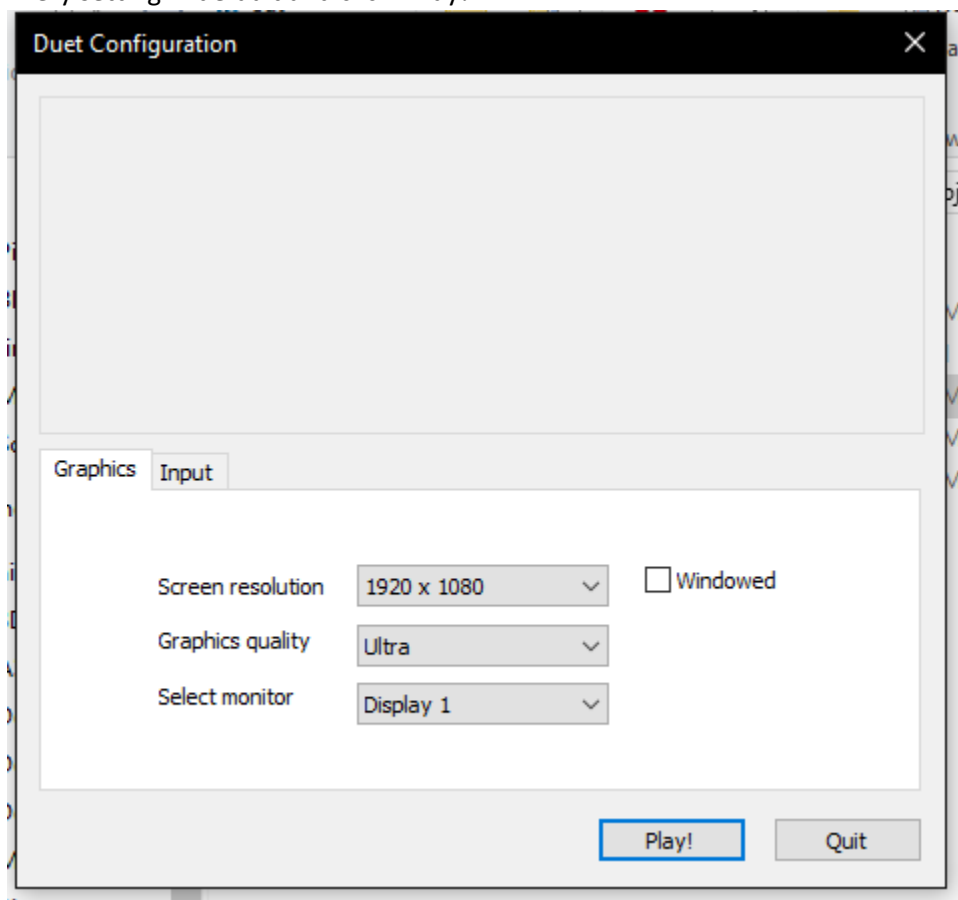
3. Click "Start" to start the game. Click "Exit" to exit the application. Click "Leaderboard" to check the leaderboard.
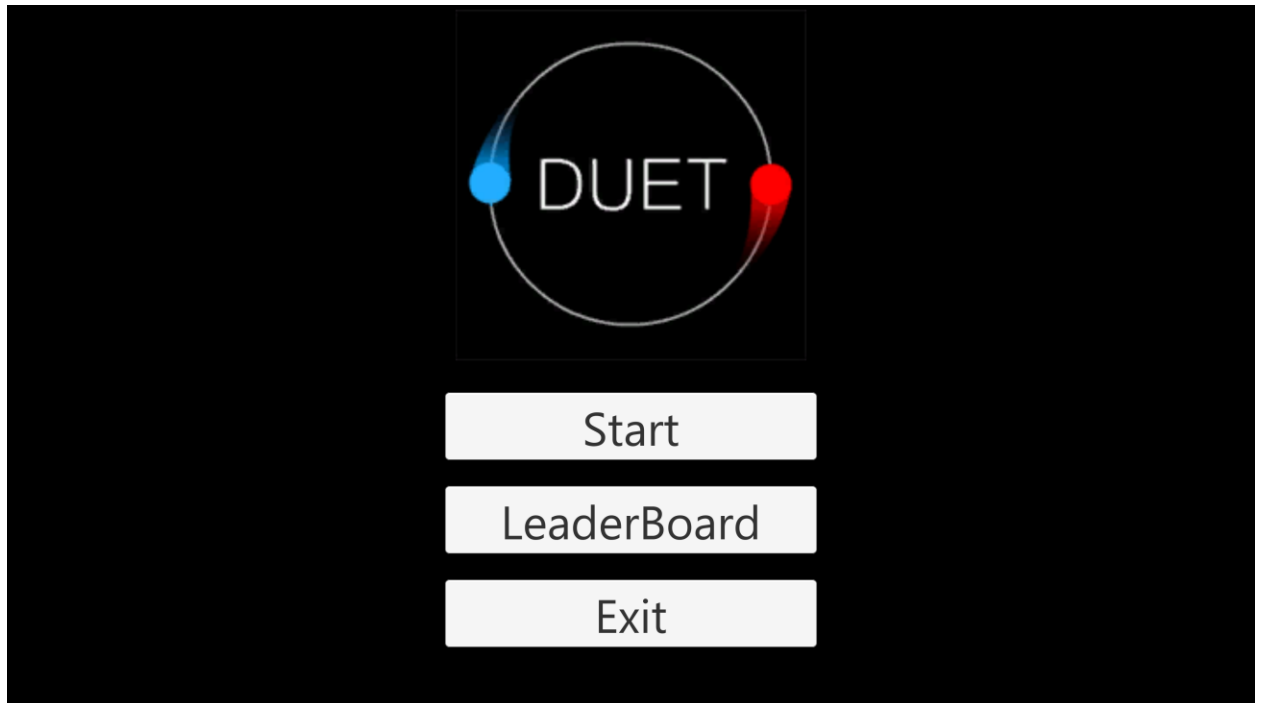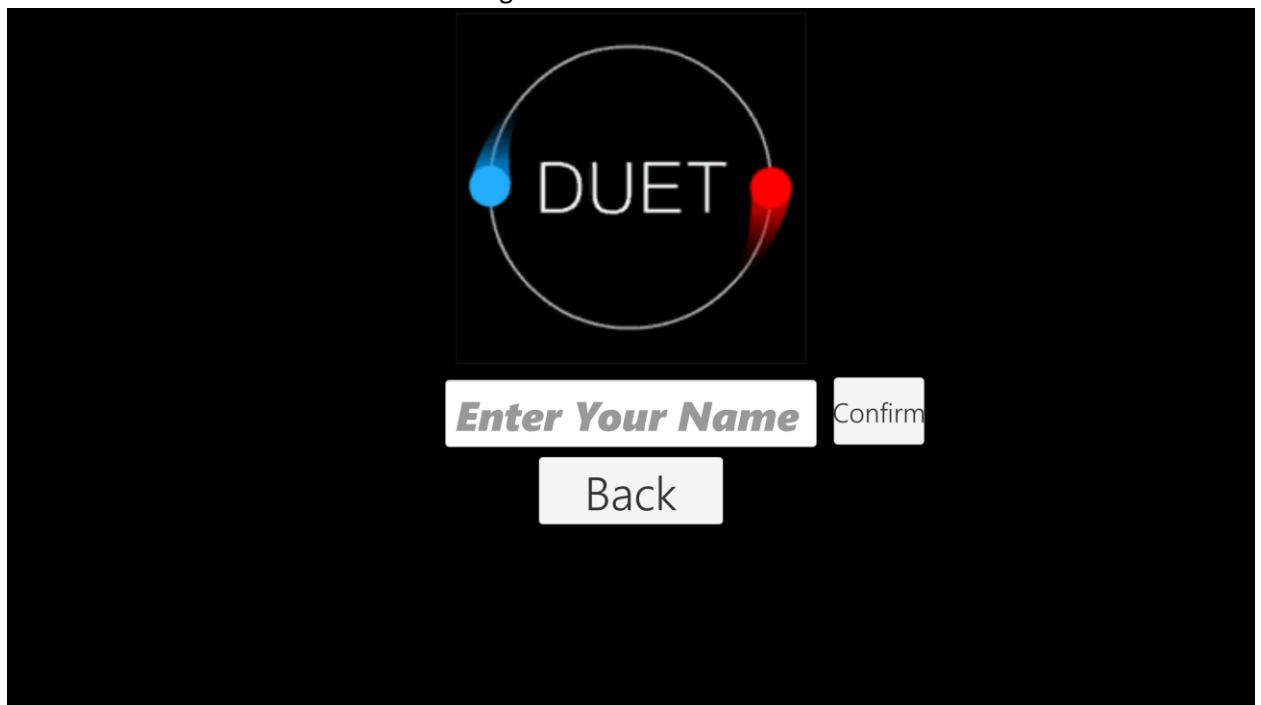
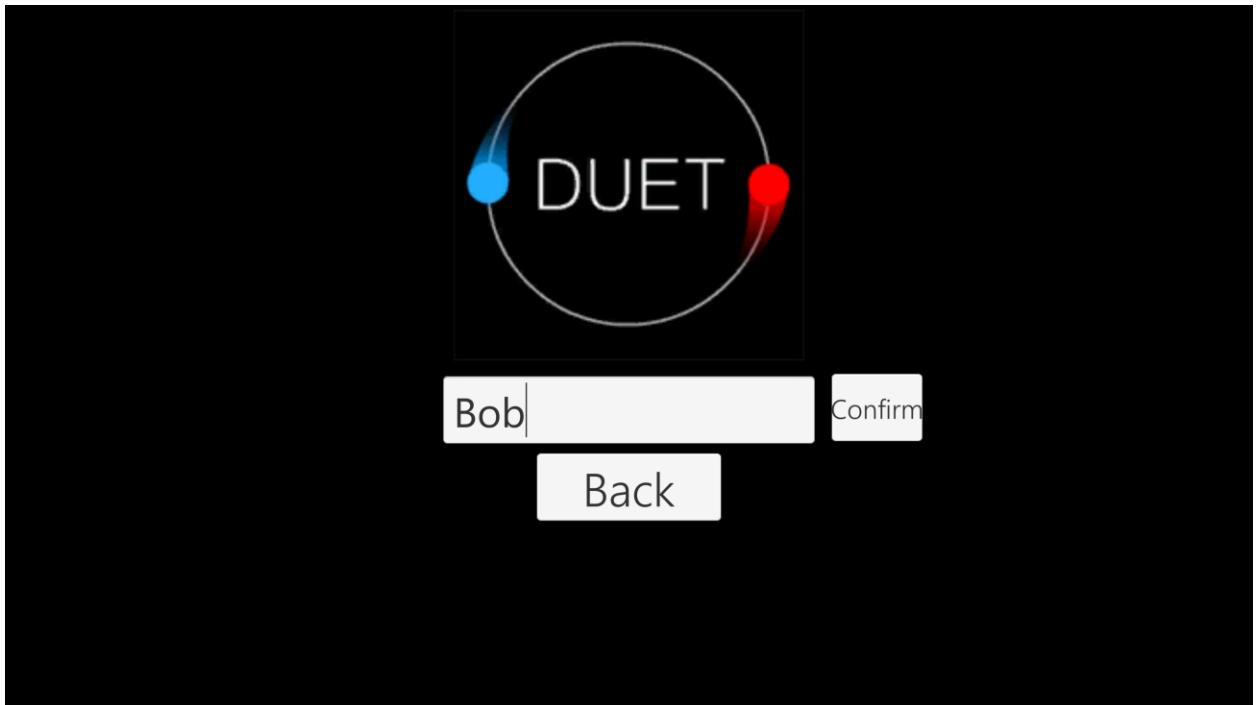4. Click the "Leaderboard". The leaderboard page will show up. For now the leaderboard is empty.
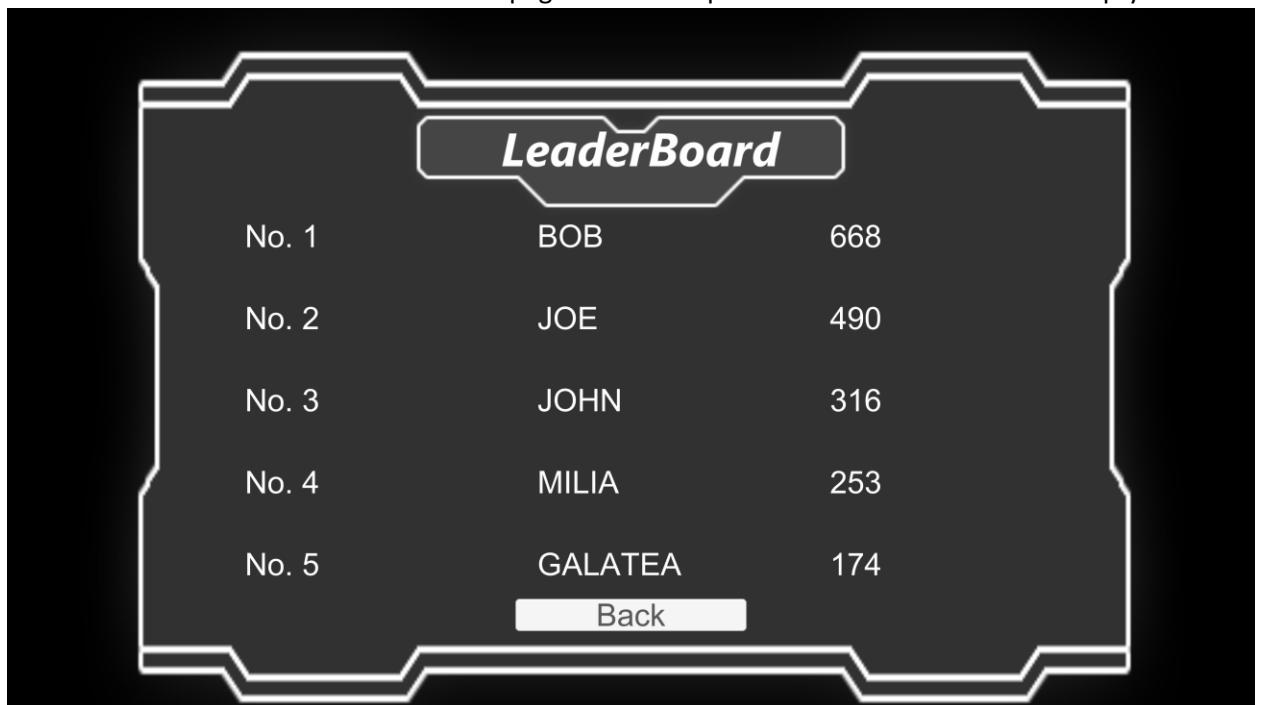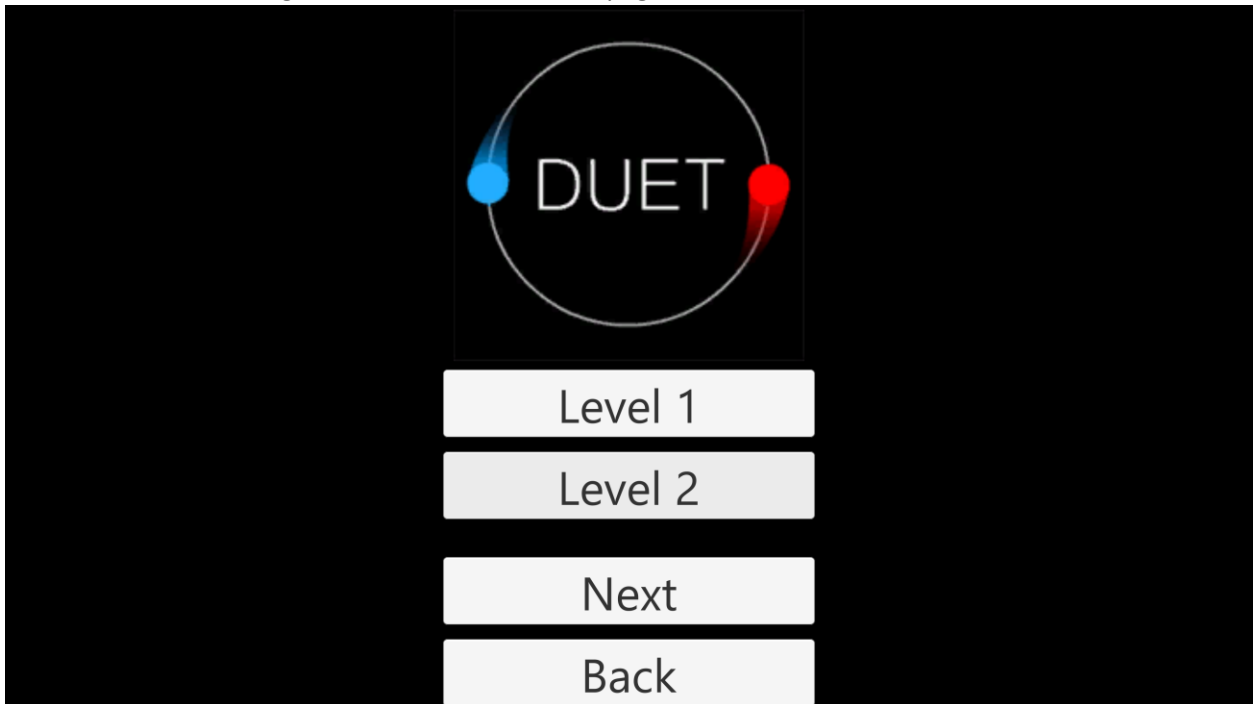

5. Click "Back" to go back to the main menu.

6. Click "Start", and you will be prompted to enter the player's name. The name will be used for leaderboard. You can also click "Back" to go back to the main menu.

7. After you enter the name and click confirm. You will be prompted to select a level to play. You can click "Next" to navigate to next level selection page

DUET

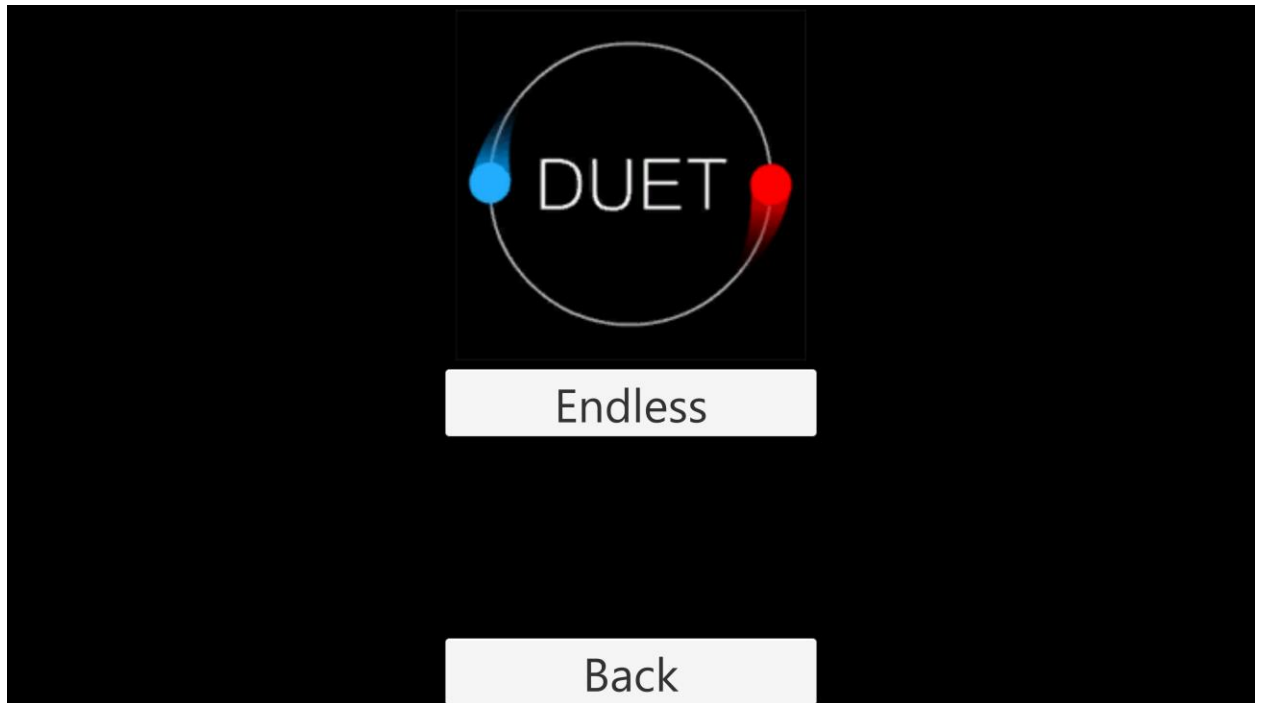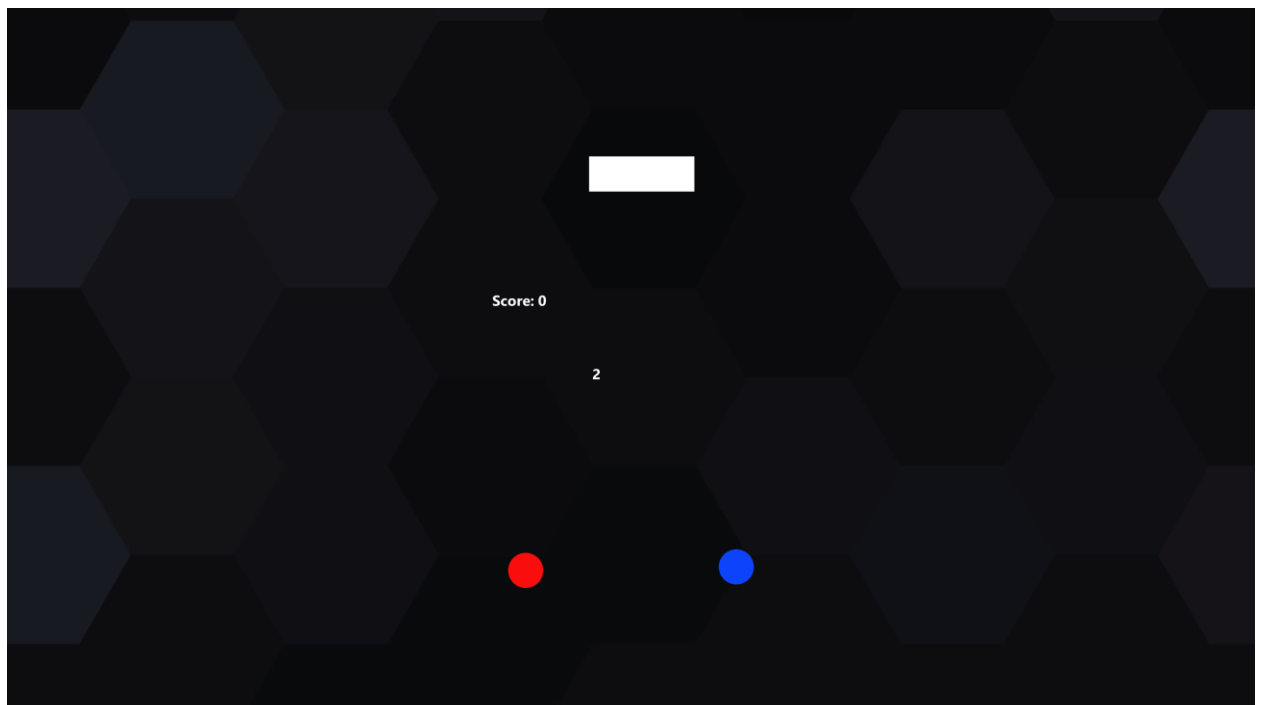Level 3

Level 4

Next

Back

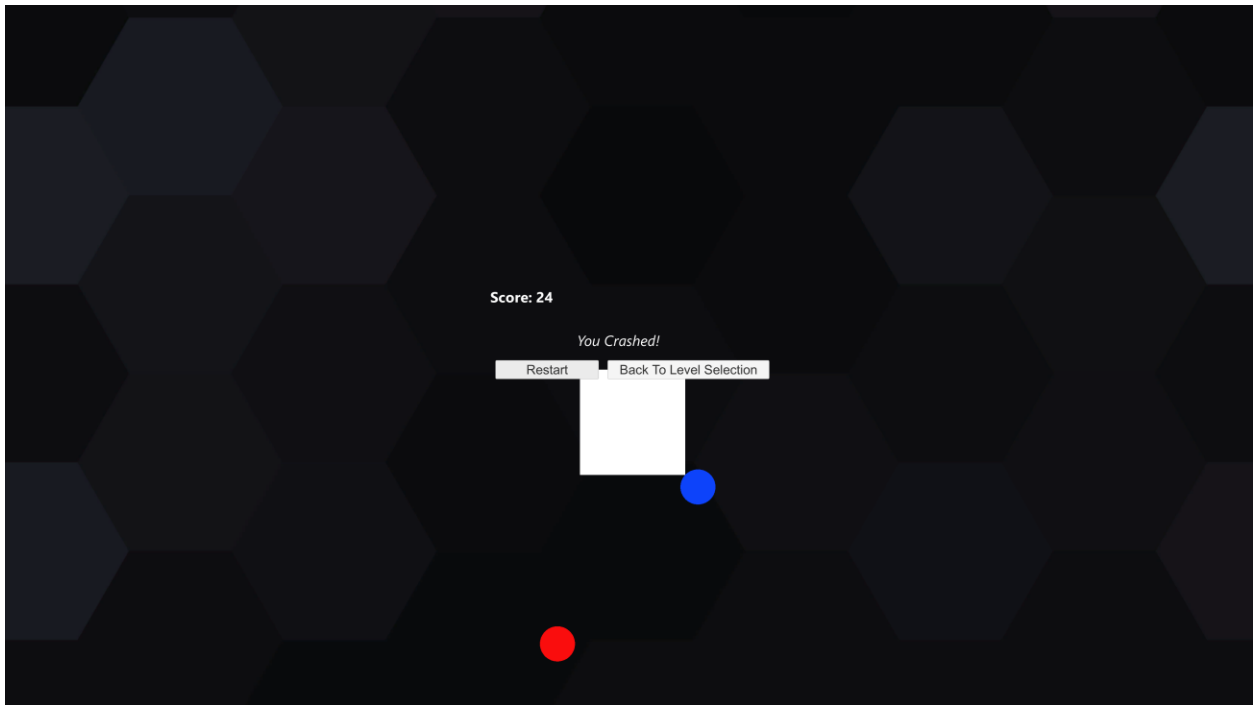**DUET**

Level 5

Level 6

Next

Back

8. After you select the level, you will be navigated to the game scene, and the countdown will begin. After the countdown, use the "←" & "→" or "A" & "D" to rotate the two balls to avoid the obstacles.


9. When you bump into the obstacles, the "Game Over" page will pop up. Click "Restart" to try again, or click "Back to Level Selection" to return to level selection.

10. When you successfully pass the last obstacle. The "Congratulation" page will pop pup. Click "Restart" to play again, or click "Back to Level Selection" to return to level selection.
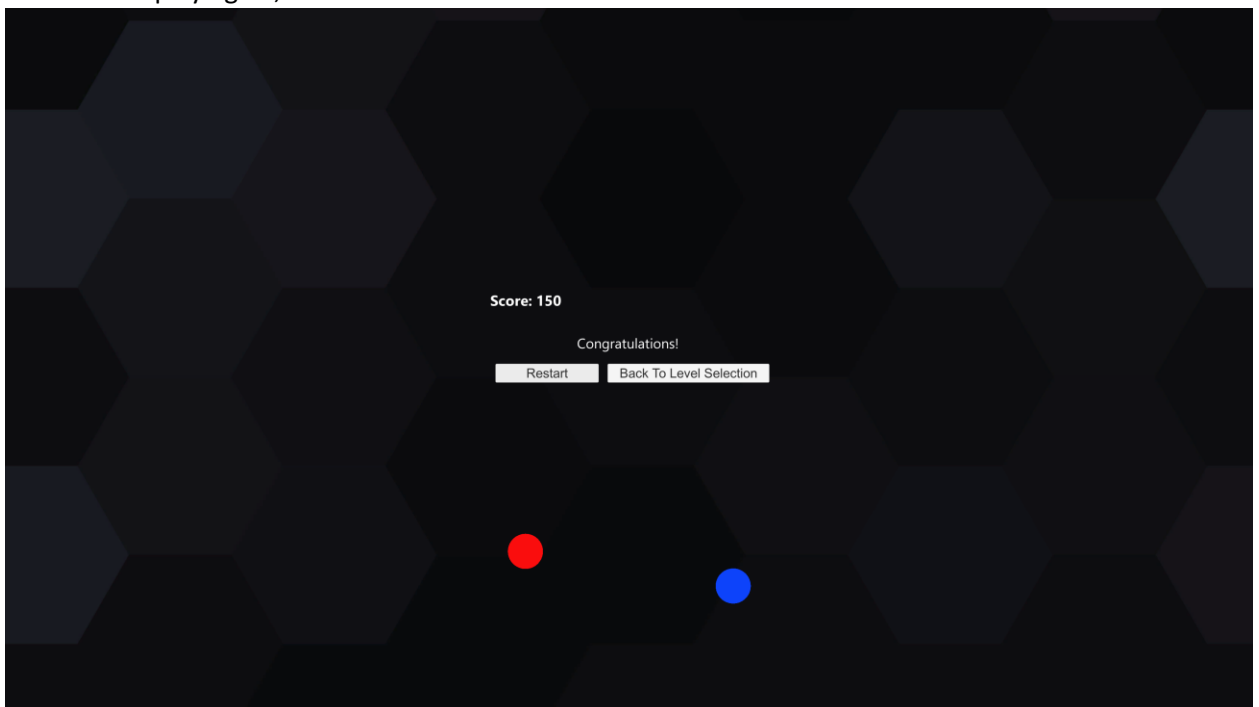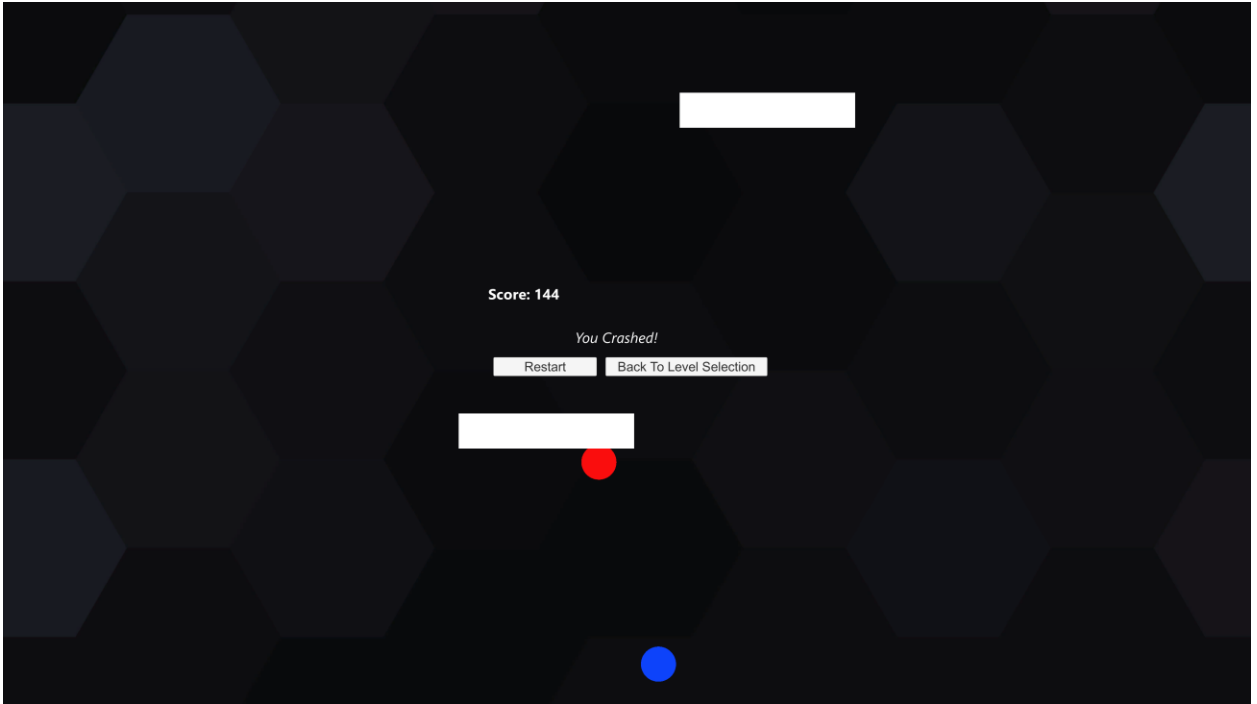

11. After you click "Back to Level Selection", you will go back to level selection. You can select other levels to play.
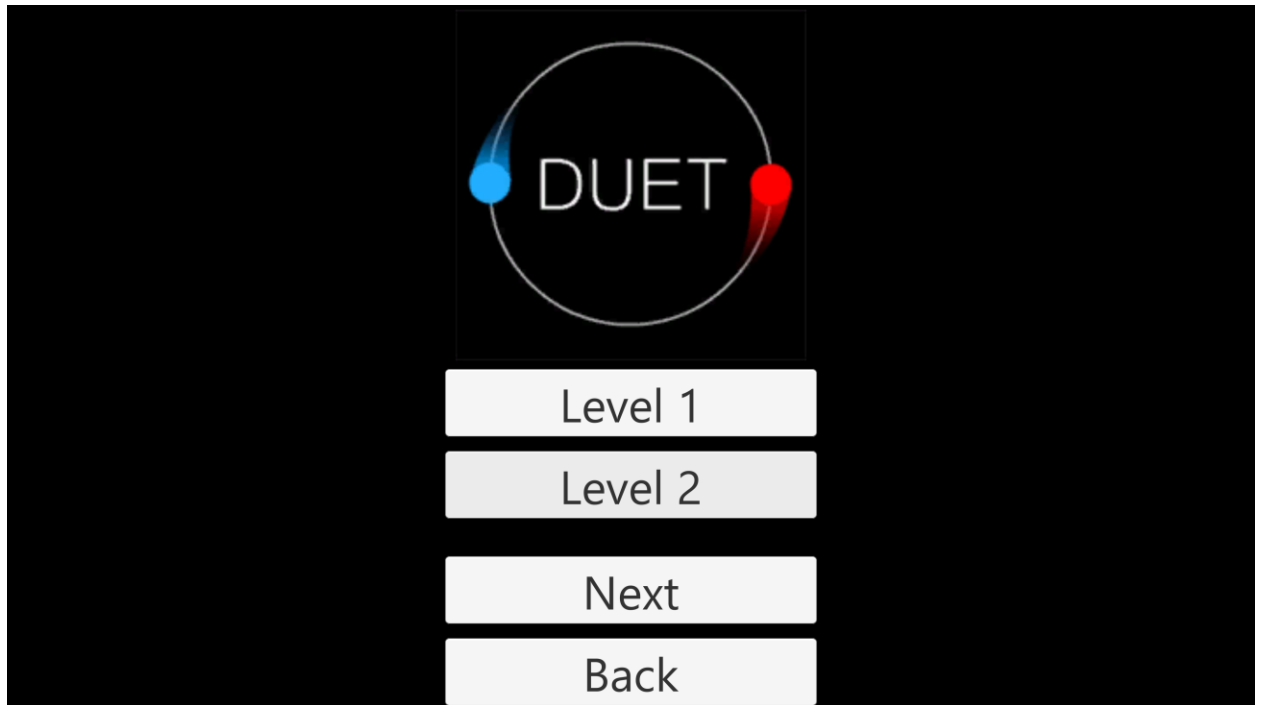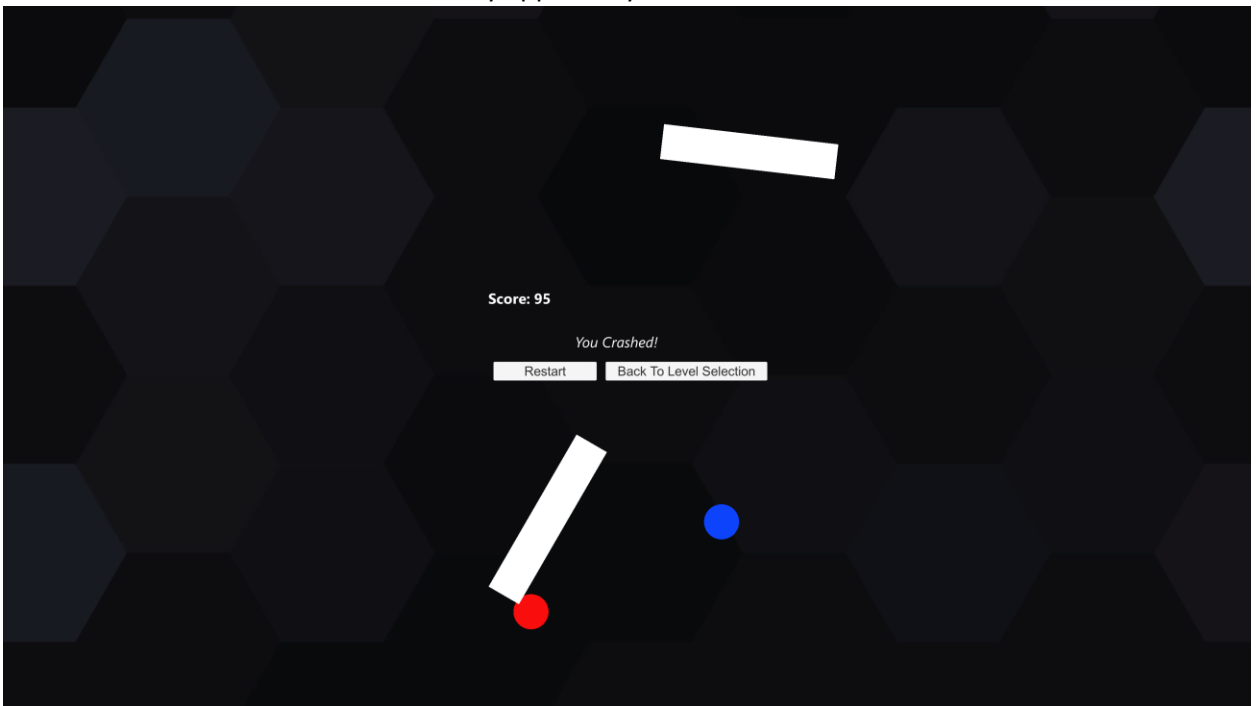
12. There are different types of obstacles in the levels. Vanishers are those that will disappear as they approach the player.
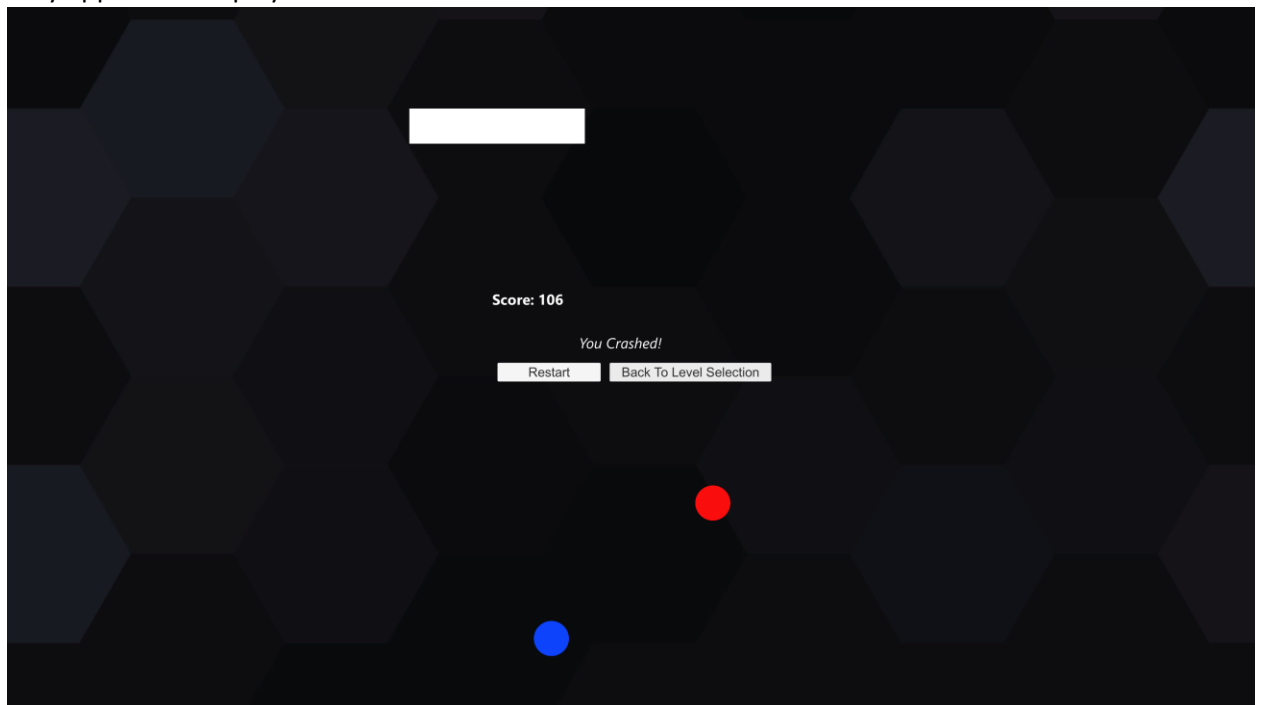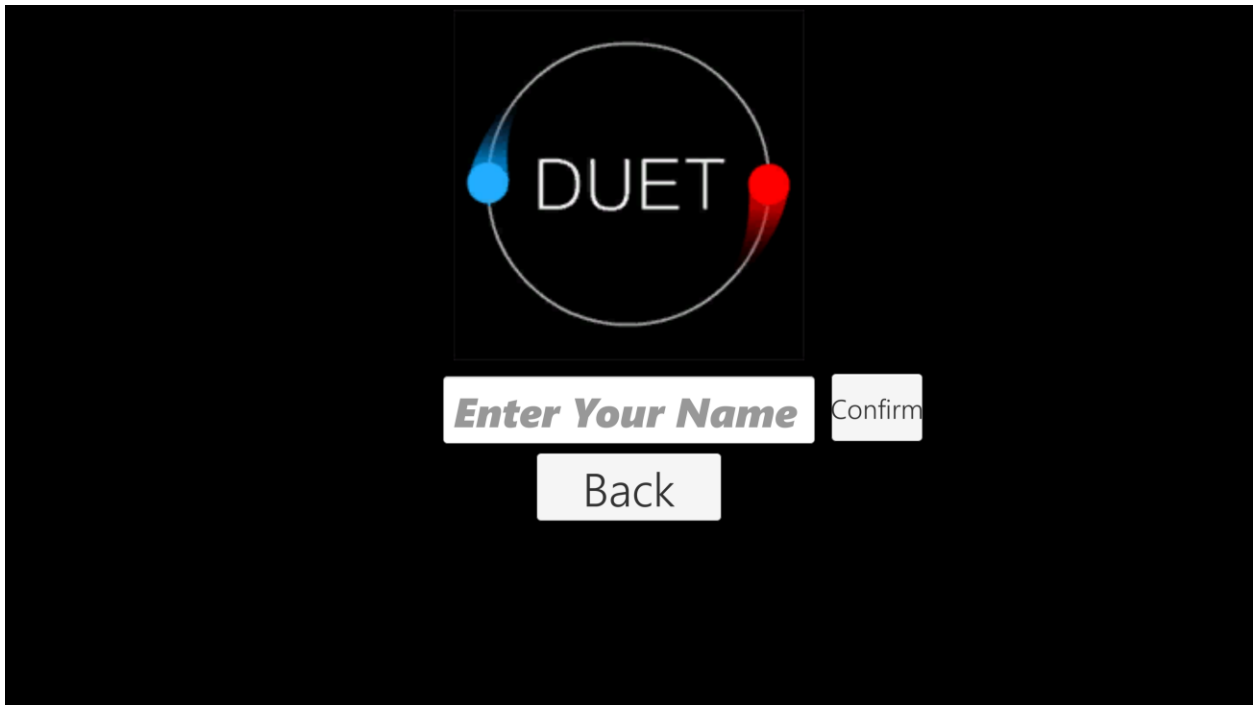
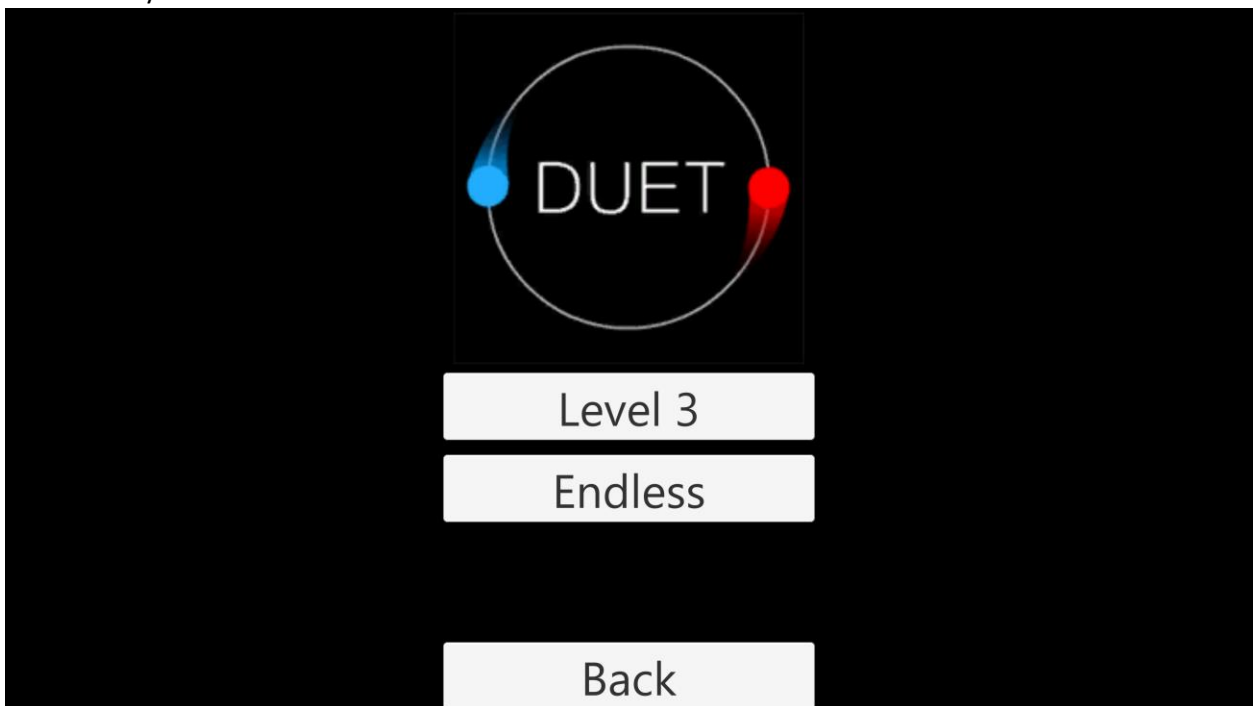

13. Shifters are those that will move horizontally.

14. Rotaters are those that will rotate as they approach you.
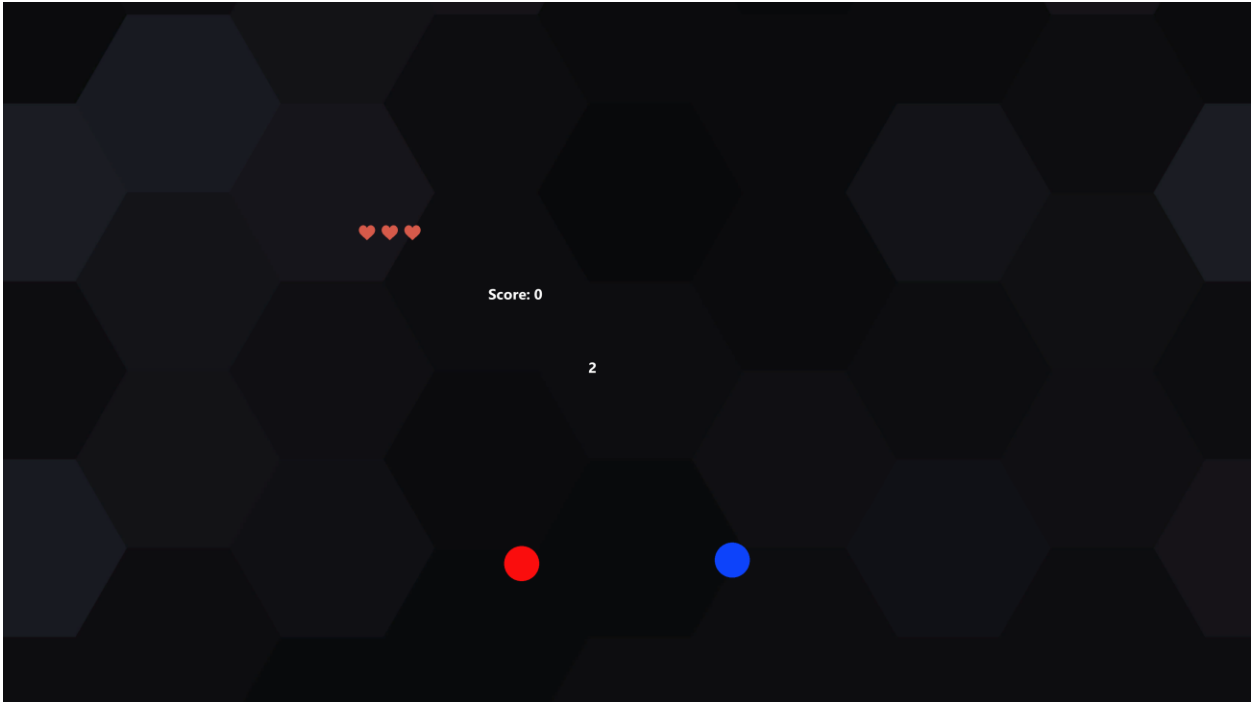

15. After you go back to the level selection, you can also go back to re-enter the player's name.

16. Now let's try "Endless".

17. The "Endless mode" contains all those kinds of obstacles. In this mode, you have 3 "lives", you can go as long as you can and get as many points as you can, until you run out of these 3 "lives.

18. Every time you bump into an obstacle, you will lose 1 "life". Then, you can either "restart" or "resume" with your current lives. But you can also earn a new life by scoring every 500 points.
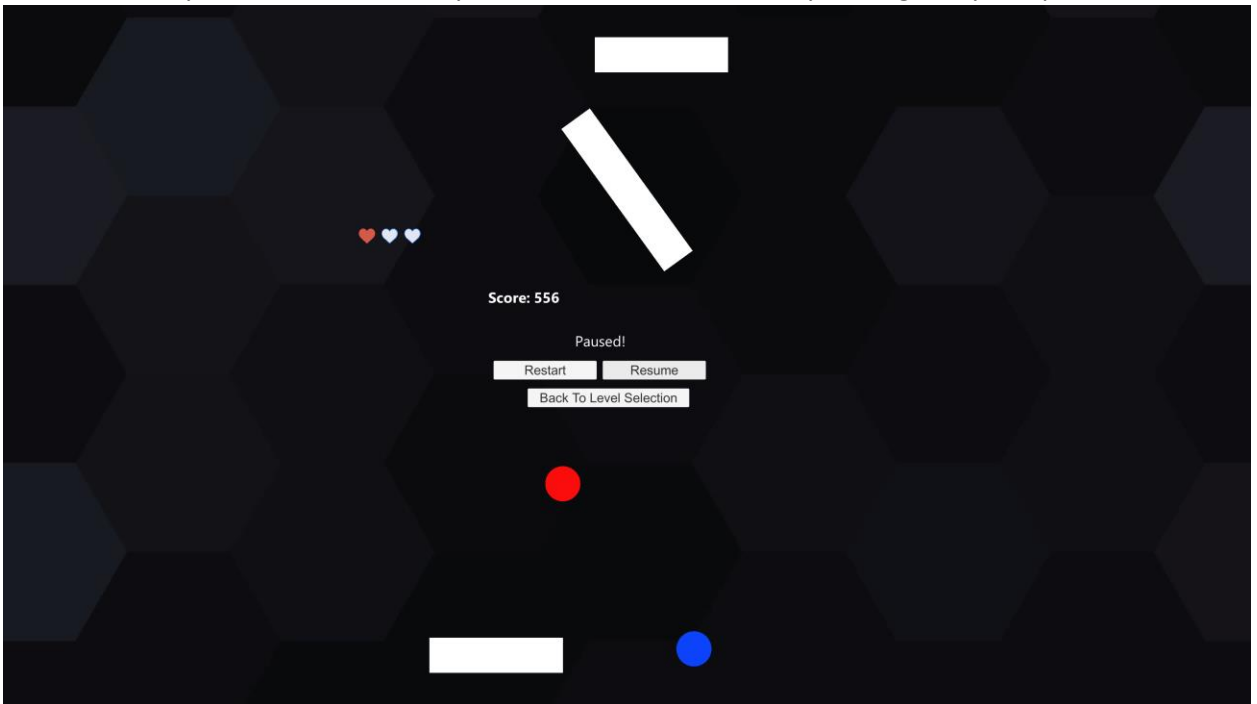
19. You can also pause anytime you want by pressing "P" button. When you click "resume", the countdown will start again. After the countdown, you are good to go!
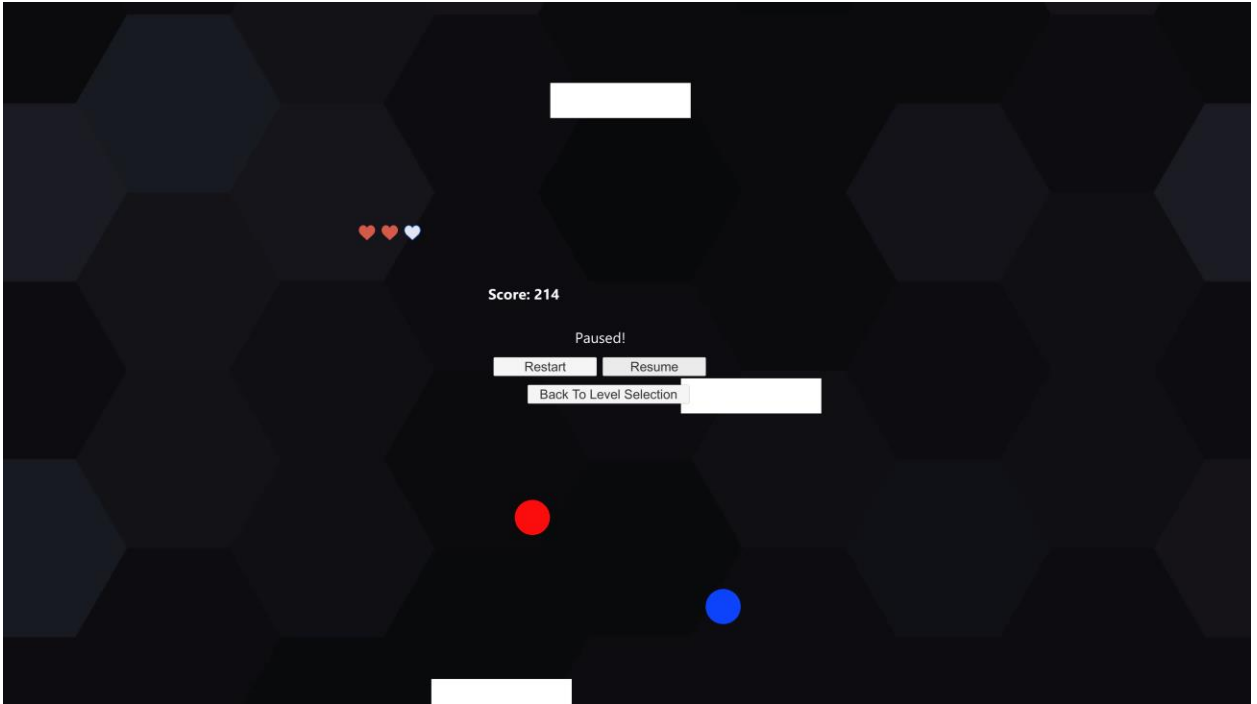
20. When you lose all 3 lives. You can only "restart" or go back to level selection.
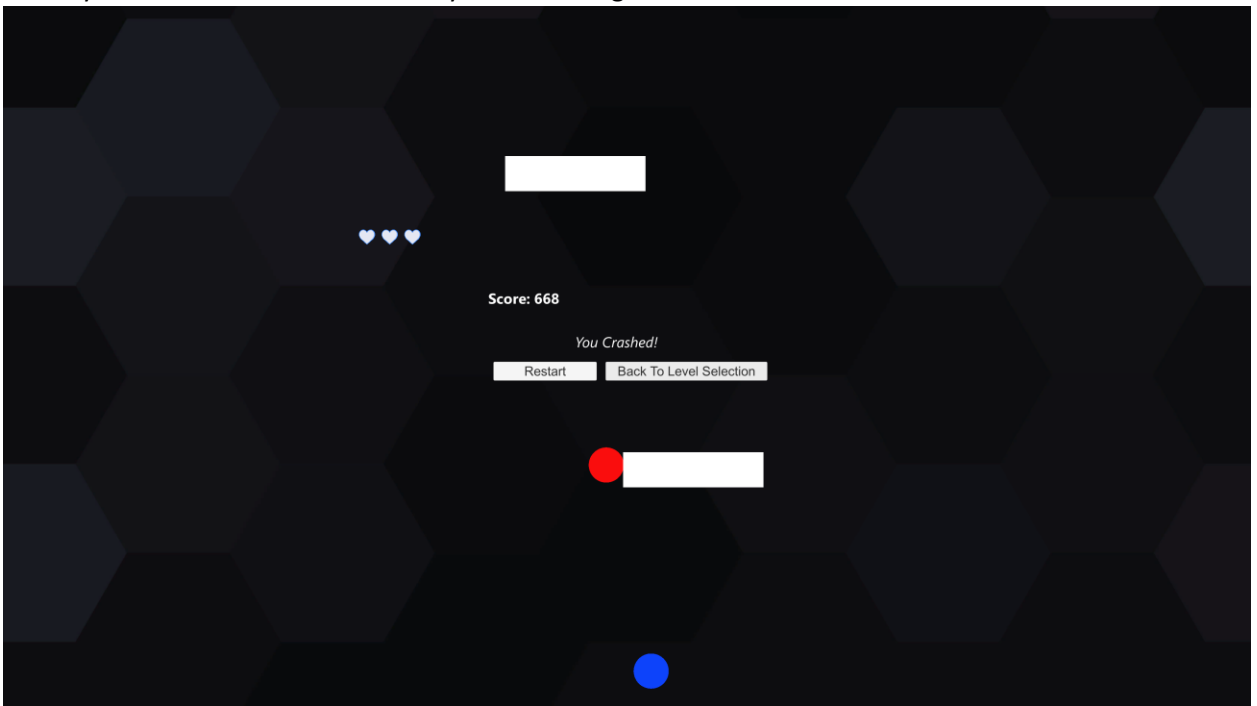
21. Now you can go back to check the newly-updated leaderboard. You can see your updated score on the leaderboard.

LeaderBoard

No. 1	BOB	1378
No. 2	JOE	490
No. 3	JOHN	316
No. 4	MILIA	253
No. 5	GALATEA	174

Back