Project Cataclysm

Team 31 – Sprint 2 Testing Document

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User Story 3b:

Test Case 3b.1
System: Project Cataclysm {Entities}   Phase 2
Lightning explosive ignition occurs with redstone signal
Severity: 1

Instructions:
1. In-game, use a "active" redstone signal connected to the "Lightning Explosive" block

Expected Result:
1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

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Test Case 3b.2
System: Project Cataclysm {Entities}   Phase 2
Lightning explosive ignition occurs with player items
Severity: 1

Instructions:
1. In-game, use the following items as a player on the "Lightning Explosive" block (right-click onto the block)
   a. Flint & Steel
   b. Fire Charge

Expected Result:
1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

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Test Case 3b.3

System: Project Cataclysm {Entities}   Phase 2
Lightning explosive explosion effect occurs
Severity: 2

Instructions:

1. Ignite the "Lightning Explosive" block by the either of the following two methods (from either test case 3b.1 and 3b.2)

Expected Result:

1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer
3. After a few seconds, the entity should be destroyed, and multiple lightning strikes (random, between 5~15) should strike the surrounding ~8 block radius

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User Story 3g:

Test Case 3g.1

System: Project Cataclysm {Entities}   Phase 2
Flash explosive ignition occurs with redstone signal
Severity: 1

Instructions:

1. In-game, use a "active" redstone signal connected to the "Flash Explosive" block

Expected Result:

1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

Test Case 3g.2

System: Project Cataclysm {Entities}   Phase 2
Flash explosive ignition occurs with player items
Severity: 1

Instructions:

1. In-game, use the following items as a player on the "Flash Explosive" block (right-click onto the block)
    c. Flint & Steel
    d. Fire Charge

Expected Result:

1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

Test Case 3g.3

System: Project Cataclysm {Entities}   Phase 2
Flash explosive explosion effect occurs
Severity: 2

Instructions:

1. Ignite the "Flash Explosive" block by the either of the following two methods (from either test case 3g.1 and 3g.2)

Expected Result:

1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer
3. After a few seconds, the entity should be destroyed, and players within the blast radius should be blinded for 5 seconds.

User Story 3m:

Test Case 3m.1
System: Project Cataclysm {Web Wand}   Phase 2
Cobwebs appear around target upon being targeted
Severity: 3

Instructions:
1. In-game, right click on a player or mob

Expected Result:
1. Target should be trapped in a cage of cobwebs
2. Cooldown for spell should be indicated in chat
3. User should be notified in chat that spell was used

Test Case 3m.2
System: Project Cataclysm {Web Wand}   Phase 2
Spell is put on cooldown
Severity: 2

Instructions:
1. In-game, right click on a player or mob
2. Within 10 seconds after initial use, right click another player or mob

Expected Result:
1. The spell should not work
2. User should be notified of the remaining cooldown time in chat

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Test Case 3m.3
System: Project Cataclysm {Web Wand}   Phase 2
Spell works on targets within 20 blocks from user
Severity: 2

Instructions:
1. In-game, right click on a player or mob that is within 20 blocks of user
2. In-game right click on a player or mob that is further than 20 blocks away

Expected Result:
1. Cobwebs should appear around the target if the target is within 20 blocks.
2. Cobwebs should not appear around the target if target is not within 20 blocks.

User Story 5d:

Test Case 5d.1
System: Project Cataclysm {Blink Wand}   Phase 2
User teleports to selected block
Severity: 3

Instructions:
1. In-game, right click on a block

Expected Result:
1. User should teleport to block location
2. User should be notified in chat that spell was used

Test Case 5d.2
System: Project Cataclysm {Blink Wand}   Phase 2
Spell is put on cooldown
Severity: 2

Instructions:
1. In-game, right click on a block

Expected Result:
1. User should be notified of cooldown timer in chat
2. User should not be able to use spell while it's on cooldown

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Test Case 5d.3

System: Project Cataclysm {Blink Wand}   Phase 2
Spell works on targets within 20 blocks from user
Severity: 2

Instructions:
1. In-game, right click on a block that is within 20 blocks
2. In-game, right click on a block that is further than 20 blocks

Expected Result:
1. User should teleport to selected block if the block is within 20 blocks
2. User should not teleport to selected block if the block is further than 20 blocks away

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User Story 3c:

Test Case 3c.1

System: Project Cataclysm {Entities}   Phase 2
Ice explosive ignition occurs with redstone signal
Severity: 1

Instructions:

1. In-game, use a "active" redstone signal connected to the "Ice Explosive" block

Expected Result:

1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

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Test Case 3c.2

System: Project Cataclysm {Entities}   Phase 2
Ice explosive ignition occurs with player items
Severity: 1

Instructions:

1. In-game, use the following items as a player on the "Ice Explosive" block (right-click onto the block)
    a. Flint & Steel
    b. Fire Charge

Expected Result:

1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

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Test Case 3c.3

System: Project Cataclysm {Entities}   Phase 2
Ice explosive explosion effect occurs
Severity: 2

Instructions:
1. Ignite the "Ice Explosive" block by the either of the following two methods (from either test case 3c.1 and 3c.2)

Expected Result:
1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer
3. After a few seconds, the entity should be destroyed, and a radius of ~8 blocks should be filled with ice spires and snow, nearby entities should have the "Slowness" effect applied

User Story 3h:

Test Case 3h.1

System: Project Cataclysm {Entities}   Phase 2
Air explosive ignition occurs with redstone signal
Severity: 1

Instructions:
1. In-game, use a "active" redstone signal connected to the "Air Explosive" block

Expected Result:
1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

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Test Case 3h.2

System: Project Cataclysm {Entities}   Phase 2
Air explosive ignition occurs with player items
Severity: 1

Instructions:
1. In-game, use the following items as a player on the "Air Explosive" block (right-click onto the block)
    a. Flint & Steel
    b. Fire Charge

Expected Result:
1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer

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Test Case 3h.3

System: Project Cataclysm {Entities}   Phase 2
Air explosive explosion effect occurs
Severity: 2

Instructions:
1. Ignite the "Air Explosive" block by the either of the following two methods (from either test case 3h.1 and 3h.2)

Expected Result:
1. The explosive block should be destroyed (disappear)
2. An entity, that looks the same as the explosive block should appear, it should "blink" to indicate it's fuse timer
3. After a few seconds, the entity should be destroyed, and blocks in ~8 radius should be flung into the air, nearby entities should be propelled upwards

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User Story 6d:

Test Case 6d.1

System: Project Cataclysm {Entities}   Phase 2
Protective Shield deployment occurs
Severity: 1

Instructions:
1. In-game, right click while holding the Protective Shield item

Expected Result:
1. The player should be surrounded on 6 sides by indestructible blocks
2. The player should be given the Resistance and Slow Fall effects

User Story 4a:

Test Case 4a

System: Project Cataclysm {Entities}   Phase 2
Control Panel UI opens
Severity: 1

Instructions:
1. In-game, right click with cursor over Control Panel block

Expected Result:
1. Screen with option to input items and select coordinates should open

User Story 4b:

Test Case 4b

System: Project Cataclysm {Entities}   Phase 2
Missile launched from Launch Platform travels to correct location
Severity: 1

Instructions:
1. Open Control Panel screen
2. Input Missile Head, Missile Tail, and any explosive
3. Select target location coordinates on grid
4. Click launch
5. Note coordinates of missile explosion

Expected Result:
1. Missile entity should appear on Launch Platform travelling upwards
2. After a few seconds, missile should fall to the ground and explode
3. The center of the explosion should be the coordinates of the target location

User Story 2a:

Test Case 2a.1

System: Project Cataclysm {Shotgun}   Phase 2
Shotgun fires
Severity: 3

Instructions:
1. In-game, select item in hotbar (holding in right hand)
2. Press right click on the mouse

Expected Result:
1. Gun should only shoot one bullet per click
2. Gun should be unusable for 2 seconds after each shot
3. Ammo indicator should be shown in chat

Test Case 2a.2

System: Project Cataclysm {Shotgun}   Phase 2
Shotgun reload
Severity: 2

Instructions:
1. Fire gun until the notification in the chat shows 0 bullets remaining

Expected Result:
1. "Reloading" should appear in chat
2. The gun should be unusable during reload
3. Duration should last for 1 second
4. After the gun should have a full clip

User Story 2h:

Test Case 2h.1

System: Project Cataclysm {Recoil Gun}   Phase 2

Recoil Gun propels player in opposite direction while still on the ground

Severity: 3

Instructions:
1. In-game, select item in hotbar (holding in right hand)
2. Face forward without looking further down than 11.25 degree below the horizontal
3. Press right click on the mouse

Expected Result:
1. Player is propelled backwards without leaving the ground
2. Gun is unusable for 1 second after each shot
3. Ammo indicator should be shown in chat

Test Case 2h.2

System: Project Cataclysm {Recoil Gun}   Phase 2

Recoil Gun propels the player in the opposite direction & into the air based on how far the player is looking down.

Severity: 3

Instructions:
1. In-game, select item in hotbar (holding in right hand)
2. Face forward while looking between 11.25 and 22.5 ($11.25 < x <= 22.5$) degrees below horizontal
3. Press right click on the mouse

4. Face forward while looking between 22.5 and 45 (22.5 < x <= 45) degrees below horizontal
5. Press right click on the mouse
6. Face forward while looking between 45 and 67.5 (45 < x <= 67.5) degrees below horizontal
7. Press right click on the mouse
8. Face forward while looking greater than 67.5 degrees below the horizontal
9. Press right click on the mouse

Expected Result:
1. The player should be propelled backwards and slightly into the air
2. Each change in the height the player is looking should increase the height at which the player is propelled into the air.

Test Case 2h.3

System: Project Cataclysm {Recoil Gun}   Phase 2
Recoil Gun Reload
Severity: 2

Instructions:
1. Fire gun until the notification in the chat shows 0 bullets remaining

Expected Result:
1. "Reloading" should appear in chat
2. The gun should be unusable during reload
3. Duration should last for 2 seconds
4. After the gun should have a full clip

User Story 3n:

Test Case 3n.1

System: Project Cataclysm {Water Trap Wand}   Phase 2

Water Trap Wand traps the opponent in a water trap

Severity: 3

Instructions:
1. In-game, select item in hotbar (holding in right hand)
2. Press right click on a living entity

Expected Result:
1. The living entity will be trapped in water trap
2. User should be indicated that the spell has been used

Test Case 3n.2

System: Project Cataclysm {Water Trap Wand}   Phase 2

Water Trap Wand is put onto cooldown

Severity: 2

Instructions:
1. In-game, right click on a living entity

Expected Result:
1. Wand is unusable during the 15 second cooldown
2. Cooldown should be indicated in hotbar by an animation over the item
3. Beginning time for cooldown should be indicated in the chat

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Test Case 3n.3

System: Project Cataclysm {Water Trap Wand}   Phase 2

Water Trap Wand works on targets within 20 blocks from user

Severity: 2

Instructions:
1. In-game, right click on a player or mob that is within 20 blocks
2. In-game, right click on a player or mob that is further than 20 blocks away

Expected Result:
1. Target becomes entrapped by the water cage if they are within 20 blocks
2. Target does not become entrapped by the water cage if they are further than 20 blocks away