

# Project Cataclysm

## **Team 31 - Sprint 3 Testing Document**

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## User Story 3d:

### Test Case 3d.1

System: Project Cataclysm {Entities} Phase 3

Water explosive ignition occurs with redstone signal

Severity: 1

#### Instructions:

1. In-game, use a “active” redstone signal connected to the “Water Explosive” block

#### Expected Result:

2. The explosive block should be destroyed (disappear)
3. 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 3d.2

System: Project Cataclysm {Entities} Phase 3

Water explosive ignition occurs with player item-activation

Severity: 1

#### Instructions:

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

#### Expected Result:

2. The explosive block should be destroyed (disappear)
3. 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 3d.3

System: Project Cataclysm {Entities} Phase 3

Water explosive explosion effect occurs

Severity: 2

#### Instructions:

1. Ignite the “Water Explosive” block by the either of the following two methods (from either test case 3d.1 and 3d.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 large body of water should appear (of about 10-15 block diameter). It should also spawn sea creatures consisting of sea-turtles, dolphins, squid, and fish in the explosion radius as well
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## User Story 3e:

### Test Case 3e.1

System: Project Cataclysm {Entities} Phase 3

Nature explosive ignition occurs with redstone signal

Severity: 1

#### Instructions:

1. In-game, use a “active” redstone signal connected to the “Nature Explosive” block

#### Expected Result:

2. The explosive block should be destroyed (disappear)

3. 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 3e.2**

System: Project Cataclysm {Entities} Phase 3

Nature explosive ignition occurs with player item-activation

Severity: 1

#### **Instructions:**

1. In-game, use the following items as a player on the “Nature 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 3e.3**

System: Project Cataclysm {Entities} Phase 3

Nature explosive explosion effect occurs

Severity: 2

#### **Instructions:**

1. Ignite the “Nature Explosive” block by the either of the following two methods (from either test case 3e.1 and 3e.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, it should spawn various different plants in the surrounding radius, as well as spawn a single beehive and 2 bees, given that the explosive occurred on the correct supporting terrain (grass, dirt, or mud)
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## User Story 3o:

### Test Case 3o.1

System: Project Cataclysm {Entities} Phase 3

Cluster explosive ignition occurs with redstone signal

Severity: 1

#### Instructions:

1. In-game, use a “active” redstone signal connected to the “Cluster 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 3o.2

System: Project Cataclysm {Entities} Phase 3

Cluster explosive ignition occurs with player item-activation

Severity: 1

#### Instructions:

1. In-game, use the following items as a player on the “Cluster 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 3o.3**

System: Project Cataclysm {Entities} Phase 3

Cluster explosive explosion effect occurs

Severity: 2

**Instructions:**

1. Ignite the “Cluster Explosive” block by either of the following two methods (from either test case 3o.1 and 3o.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, it should create a large explosion of ~10 blocks diameter, and shoot out many smaller explosives with random velocities, these should explode after a similar time delay to the first
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## User Story 3p:

### Test Case 3p.1

System: Project Cataclysm {Items}      Phase 3

Disarming device removes explosives when right-clicked on an active mod-explosive-entity

Severity: 3

#### Instructions:

1. In-game, ignite any of the added mod explosives (not TNT from the base-game!)
2. With the “Disarming Device” in either player-hand, right-click onto the explosive-entity

#### Expected Result:

1. The explosive entity should be destroyed (disappear)
2. Particles of smoke and a “hiss” sound should play, indicating the explosive was defused

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### Test Case 3p.2

System: Project Cataclysm {Items}      Phase 3

Disarming device is damaged when used in survival-mode

Severity: 2

#### Instructions:

1. In-game, ignite any of the added mod explosives (not TNT from the base-game!)
2. With the “Disarming Device” in either player-hand, right-click onto the explosive-entity

#### Expected Result:

1. The disarming device should lose 1 point of durability



2. The disarming device should break when used with 0 durability, after the effect of disarming (3p.1) occurs
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## User Story 3f:

### Test Case 3f.1

System: Project Cataclysm {Entities} Phase 3

Poison explosive ignition occurs with redstone signal

Severity: 1

#### Instructions:

1. In-game, use a “active” redstone signal connected to the “Poison 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 3f.2

System: Project Cataclysm {Entities} Phase 3

Poison explosive ignition occurs with player item-activation

Severity: 1

#### Instructions:

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

#### Expected Result:

2. The explosive block should be destroyed (disappear)
3. 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 3f.3**

System: Project Cataclysm {Entities} Phase 3

Poison explosive explosion effect occurs

Severity: 2

#### **Instructions:**

1. Ignite the “Poison Explosive” block by the either of the following two methods (from either test case 3f.1 and 3f.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 range should be poisoned for 5 seconds.
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## User Story 3i:

### Test Case 3i.1

System: Project Cataclysm {Entities} Phase 3

Earth explosive ignition occurs with redstone signal

Severity: 1

#### Instructions:

1. In-game, use a “active” redstone signal connected to the “Earth 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 3i.2

System: Project Cataclysm {Entities} Phase 3

Earth explosive ignition occurs with player item-activation

Severity: 1

#### Instructions:

1. In-game, use the following items as a player on the “Earth 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

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### **Test Case 3i.3**

System: Project Cataclysm {Entities} Phase 3

Earth explosive explosion effect occurs

Severity: 2

#### **Instructions:**

1. Ignite the “Earth Explosive” block by the either of the following two methods (from either test case 3i.1 and 3i.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 3 hills of earth and stone should spawn.
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## User Story 3l:

### Test Case 3l.1

System: Project Cataclysm {Entities} Phase 3

Suction explosive ignition occurs with redstone signal

Severity: 1

#### Instructions:

1. In-game, use a “active” redstone signal connected to the “Suction 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 3l.2

System: Project Cataclysm {Entities} Phase 3

Suction explosive ignition occurs with player item-activation

Severity: 1

#### Instructions:

1. In-game, use the following items as a player on the “Suction Explosive” block (right-click onto the block)
  - e. Flint & Steel
  - f. 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 3l.3

System: Project Cataclysm {Entities} Phase 3

Suction explosive explosion effect occurs

Severity: 2

#### Instructions:

1. Ignite the “Suction Explosive” block by the either of the following two methods (from either test case 3l.1 and 3l.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 should be sucked towards the epicenter.
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## User Story 5e:

### Test Case 5e.1

System: Project Cataclysm {Pull Wand}Phase 2

Target is pulled towards the user

Severity: 3

#### Instructions:

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

#### Expected Result:

1. Target should be pulled towards the user
2. Cooldown for spell should be indicated in chat
3. User should be notified in chat that spell was used

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### Test Case 5e.2

System: Project Cataclysm {Pull Wand}Phase 2

Spell is put on cooldown

Severity: 2

#### Instructions:

1. In-game, right click on a player or mob
2. Within 2 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 5e.3

System: Project Cataclysm {Pull 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. Target should not be pulled if target is not within 20 blocks.
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## User Story 2e:

### Test Case 2e.1

System: Project Cataclysm {Bazooka}                      Phase 3  
Bazooka Shoots  
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 RPG per click
  2. Gun should be unusable for 2 seconds after each shot
  3. Ammo indicator should be shown in chat
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### Test Case 2e.2

System: Project Cataclysm {Bazooka}                      Phase 3  
RPG projectile explodes on impact  
Severity: 3

#### Instructions:

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

#### Expected Result:

1. A Projectile should exit the weapon
  2. The projectile should fly until it collides with an object or entity
  3. The projectile should explode damaging surrounding entities
  4. The projectile should also destroy the surrounding blocks
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## User Story 2f:

### Test Case 2f.1

System: Project Cataclysm {Spray Gun}

Phase 3

Spray Gun 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 continuously shoot
  2. The bullets should exit the weapon at a random speed and direction (within the players POV)
  3. Ammo indicator should be shown in chat
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### Test Case 2f.2

System: Project Cataclysm {Spray Gun}

Phase 3

Spray 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
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## User Story 2g:

### Test Case 2g.1

System: Project Cataclysm {Almighty Push Wand}

Phase 3

Almighty Push Wand moves all entities away

Severity: 3

#### Instructions:

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

#### Expected Result:

1. All living entities should be pushed away from user
  2. All items on the ground should be pushed away from user
  3. Effect should be applied in an area of effect (AOE) around user
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### Test Case 2g.2

System: Project Cataclysm {Almighty Push Wand}

Phase 3

Almighty Push Wand is put onto cooldown

Severity: 2

#### Instructions:

1. In-game, right click on the mouse

#### Expected Result:

1. Wand is unusable during the 5 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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## User Story 5f:

### Test Case 5f.1

System: Project Cataclysm {Portal Gun}      Phase 3  
Portal Gun Shooting Functionality  
Severity: 3

#### Instructions:

1. In-game, select item in hotbar (holding in right hand)
2. Press the “J” key on keyboard
3. Press right click on the mouse and shoot at a block below player
4. Press the “K” key on keyboard
5. Press right click on the mouse and shoot at a different block below player
6. Press the “H” key on keyboard

#### Expected Result:

1. After pressing “J” a message in chat should say “Blue Portal”
  2. After right clicking a blue projectile should come out and on impact a blue teleporter block should spawn (as long as the hit result is below the player)
  3. After pressing “K” a message in chat should say “Orange Portal”
  4. After right clicking a orange projectile should come out and on impact an orange teleporter block should spawn (as long as the hit result is below the player)
  5. After pressing “H” a message in chat should say “Cleared Portals” and then the blue and orange teleporter blocks should disappear and the blocks that was originally there should reappear.
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### Test Case 5f.2

System: Project Cataclysm {Portal Gun}      Phase 3

Teleport Living Entity once stepping on top of block

Severity: 3

**Instructions:**

1. In-game, select item in hotbar (holding in right hand)
2. Press the “J” key on keyboard
3. Press right click on the mouse and shoot at a block below player
4. Press the “K” key on keyboard
5. Press right click on the mouse and shoot at a different block below player
6. Step onto the Blue teleporter block

**Expected Result:**

1. Player should be teleported to the orange teleporter block
2. The player should not teleport back to the blue block while standing on it unless waiting the full 3 second cooldown

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### Test Case 5f.3

System: Project Cataclysm {Portal Gun}

Phase 3

Teleport Item Entity once dropping on top of block

Severity: 3

**Instructions:**

1. In-game, select item in hotbar (holding in right hand)
2. Press the “J” key on keyboard
3. Press right click on the mouse and shoot at a block below player within eyesight
4. Press the “K” key on keyboard
5. Press right click on the mouse and shoot at a different block below player within view
6. Select a different item in hotbar
7. Press “Q” to drop the item onto the blue teleporter block

**Expected Result:**

1. Player should be able to see the item teleported to the orange teleporter block
  2. The item should not teleport back to the blue teleporter block until the 3 second cooldown is expended.
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## User Story 4c:

### Test Case 4c.1

System: Project Cataclysm {Launch Platform} Phase 3

Redstone Missile Launch Failure

Severity: 3

#### Instructions:

1. In-game, place down Launch Platform without putting in items
2. Provide a redstone signal to the control panel

#### Expected Result:

1. Nothing will happen, because the required materials are not present
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### Test Case 4c.2

System: Project Cataclysm {Launch Platform} Phase 3

Redstone Missile Launch Success

Severity: 3

#### Instructions:

1. In-game, place down Launch Platform
2. Put in Missile Head, Missile Tail, and any Explosive
3. Select a target location
4. Provide a redstone signal to the control panel

#### Expected Result:

1. A missile is created at the launch pad and shoot upwards
  2. The missile travels to the target location and explodes
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## User Story 4d:

### Test Case 4d.1

System: Project Cataclysm {Launch Platform}      Phase 3  
Remote Control Sync  
Severity: 3

#### Instructions:

1. In-game, right click the Remote Control while crouching and looking at Control Panel
2. Right click the Remote Control again

#### Expected Result:

1. The Remote Control shines and a message appears indicating the Remote Control is synced
  2. The Remote Control GUI will open
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### Test Case 4d.2

System: Project Cataclysm {Launch Platform}      Phase 3  
Remote Control Missile Launching  
Severity: 3

#### Instructions:

1. In-game, right click synced Remote Control to open GUI
2. Select a target location on grid
3. Click launch button

#### Expected Result:

1. A missile is created at the synced Launch Pad and shoots upwards
  2. The missile travels to the target location and explodes
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## User Story 4e:

### Test Case 4e.1

System: Project Cataclysm {Launch Platform}      Phase 3

Control Panel Entity Selection

Severity: 3

#### Instructions:

1. In-game, place down Launch Platform
2. Put in Missile Head, Missile Tail, and any Explosive
3. Select location of enemy player entity
4. Launch the missile

#### Expected Result:

1. The GUI shows the locations of all player entities
  2. A missile is created at the launch pad and shoot upwards
  3. The missile travels to the enemy location and explodes
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