Team B3

Test Cases

SER225

25 September 2020

**Test Cases:**

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| **Title** | Combat System |
| **Owner of Test** | MacArthur Mills |
| **Name of Tester** |  |
| **Test ID** | K9 |
| **Test Date** | 9/17/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Press play to start level | Level will start | Pass |
| 2. Approach an enemy and jump on their head | Enemy will die | Fail |
| 3. Approach an enemy and run into their side | Player will die | Pass |

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| **Title** | Distinguishable NPCs |
| **Owner of Test** | Jack Theall |
| **Name of Tester** | Jack Theall |
| **Test ID** | J8 |
| **Test Date** | 9/17/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Press play to start level | Level will start | Pass |
| 2. Encounter various enemies over course of level | Players will be able to recognize which entities are obviously enemies | Pass |
| 3. Encounter various NPCs over course of level | Players will be able to recognize which entities are NPCs | Fail |
| 4. Interact with NPCs | Players should be prompted with correct inputs to successfully interact with NPCs | Fail |

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| **Title** | Map Boundaries |
| **Owner of Test** | Tom Eckert |
| **Name of Tester** | Tom Eckert |
| **Test ID** | E1 |
| **Test Date** | 9/17/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Press play to start level | Level will start | Pass |
| 2. Player goes immediately goes left | Map boundary will prevent player from going off the screen | Fail |
| 3. Player attempts to get back onto the screen by going right | Character will re-enter the bounds of the game | Fail |

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| **Title** | Pause-Menu fix |
| **Owner of Test** | Conor Smith |
| **Name of Tester** | Conor Smith |
| **Test ID** | S6 |
| **Test Date** | 9/17/2020 |

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| **Steps** | **Expected results** | **Pass** |
| 1 | The start screen should open up. | Pass |
| 2 | The screen should remain unchanged, the pause feature would not initiate. | Fail |
| 3 | Game would start and operate as normal. | Pass |
| 4 | The game should pause; “the colors of the screen fade and “pause” is flashed on the screen. | Pass |
| 5 | The game should start again, from the moment it was paused, and gameplay can resume. | Pass |
| 6 | So as to ensure nothing else was affected by the change to the pause menu. | Pass |

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| **Title** | Input |
| **Owner of Test** | Danny Christie |
| **Name of Tester** | Danny Chrisite |
| **Test ID** | C9 |
| **Test Date** | 9/18/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Press play to start level | Level will start | Pass |
| 2. Hold Left Arrow | Player Moves Left | Pass |
| 3. Hold Right Arrow while the Light arrow is down | Player will switch directions | Fail |

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| **Title** | Startup |
| **Owner of Test** | Tom Eckert |
| **Name of Tester** | Tom Eckert |
| **Test ID** | E2 |
| **Test Date** | 9/23/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Start the game | Game will start to run | Pass |
| 2. Load the first level | Level will load and run with no problems | Pass |
| 3. Player beats the level | Level will end once the character goes off screen, taking the player to the next screen. | Pass |

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| **Title** | Control Tutorial |
| **Owner of Test** | MacArthur Mills |
| **Name of Tester** | MacArthur Mills |
| **Test ID** | T19 |
| **Test Date** | 9/24/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Start the game | Game will start to run | Pass |
| 2. Click on tutorial | Tutorial will start | Fail |
| 3. Play through tutorial | Tutorial will run | Fail |

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| **Title** | In-game Timer |
| **Owner of Test** | Danny Christie |
| **Name of Tester** | Danny Christie |
| **Test ID** | I9 |
| **Test Date** | 9/24/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Open the game | Game will open to the main menu | Pass |
| 1. Start the Game | Game will start and run smoothly | Pass |
| 1. Check game timer | Game will display current run time in corner of screen | Fail |
| 1. Complete the level | Level will end | Pass |
| 1. See how long it took to complete | Timer will show completion time(in seconds) | Fail |

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| **Title** | Water physics |
| **Owner of Test** | Conor Smith |
| **Name of Tester** | Conor Smith |
| **Test ID** | S3 |
| **Test Date** | 9/24/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Start the game | Game will start to run | Pass |
| 2. Load the first level | Level will load and run with no problems | Pass |
| 3. Play level until water feature is met | Game runs smoothly, operating normally | Pass |
| 4. Jump in the water | Water should be moving (back and forth) when the player arrives there, and once the player is in the water, it should cause damage | Fail |
| 5. Complete level | Ensure fixes to the water did not affect the game anywhere else | Pass |

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| **Title** | Additional Levels |
| **Owner of Test** | Jack Theall |
| **Name of Tester** | Jack Theall |
| **Test ID** | A1 |
| **Test Date** | 9/24/20 |

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| **Steps** | **Expected Result** | **Pass/Fail** |
| 1. Start the game | Game will start to run | Pass |
| 2. Finish first level | First level end sequence will play, and second level will subsequently start | Fail |
| 3. Every level past level 1 is completed | Every time a level is completed, the end level sequence will play and the next level will automatically start | Fail |
| 4. Final level is completed | End level sequence plays & game over/credits plays | Fail |