Purpose:	This set of tests is intended to check that the Game has its main functionalites.

Mobile Application Development 3 Project Éoghan Muldoon - G00358767 (Game Designer) John Shields - G00348436 (Game Developer) 'A Bayou-Space Odyssey' A 3D runner game made with Unity. Test Plan of the Game.	This Game was tested in Unity Editor and a PC, Mac & Linux Standalone build of the Game.

Requirement ID	Sprint	Test Case Ref	Test Case Name	Descriptions	Search Parameters / Instructions	Checks	Expected Result	Actual/Result	Results Pass/Fail	Bug #	Comments
1.00	1	TC.001	Start Game	Game functionality.	•Start the Game.	The Game loads the Main Menu.	•Main Menu is loaded. •All buttons are clickable. •Audio is playing. •The character is in an idle animation.	•Main Menu is loaded. •All buttons are clickable. •Audio is playing. •The character is in an idle animation.	Pass	No Bugs	
2.00	1	TC.002	Main Menu Buttons	UI Buttons tests.	•Click Options Button. •Click Multiplayer Button. •Click Music Credits Button. •Click Exit Button. •Click Play Button.	All the Buttons in the Main Menu work.	•Options Button to Options loads Options Menu. •Multiplayer Button loads Multiplayer Menu. •Music Credits Button loads the Music Credits. •Exit Button exits the entire Game. •Play Button loads Level 1's Slash Scene.	•Options Button to Options loads Options Menu. •Multiplayer Button loads Multiplayer Menu. •Music Credits Button loads the Music Credits. •Exit Button exits the entire Game. •Play Button loads Level 1's Slash Scene.	Pass	No Bugs	Good UI.
3.00	1	TC.003	Options Menu	UI Buttons and functionality.	•Go to Resolution Options and test the Options. •Go to Controls Options and view gameplay control layout. •Click Back Button.	The Buttons works and Options are functionable.	•Resolution Options allow to change the resolution to LOW (640x480), MED (1280x720) , HD(1920x1080) and DEFAULT. •Controls Options displays layout of all controls for gameplay. •Back Buttons	•Resolution Options allow to change the resolution to LOW (640x480), MED (1280x720) , HD(1920x1080) and DEFAULT. •Controls Options displays layout of all controls for gameplay. •Back Buttons goes back a scene.	Pass	No Bugs	Good UI. Good variety of controls for the gameplay.
4.00	1	TC.004	Multiplayer Menu	UI Buttons tests.	•Click Player 1 Button . •Click Player 2 Button. •Click Back Button.	The Buttons works and Options are functionable.	•Player 1 Button loads to Player 1 Splash Screen . •Player 2 Button loads to Player 2 Splash Screen . •Back Button loads Main Menu	•Player 1 Button loads to Player 1 Splash Screen . •Player 2 Button loads to Player 2 Splash Screen . •Back Button loads Main Menu	Pass	No Bugs	Good UI.
5.00	1	TC.005	Game Audio	Game Audio fucntions through out the entire Game.	•Load Main Menu to test Main Menu music. •Play through Single Player Levels to test Levels music. •Play through Multiplayer Levels to test Levels music. •Collect Bolts and Power Ups to test sounds. •Collide with Enemies to test sounds . •Collide with Obstacles to test sounds.	The Audio fuctions in every scene of the Game.	•Main Menu Music play and continues playing throughout all the Menus. •Single Player Levels music plays in all Levels. •Multiplayer Levels music plays in all levels •Bolts and Power Ups play a sound when the Player collides with them. •Enemies play a sound when the Player collides with them. •Obstacles play a sound when the Player collides with them.	•Main Menu Music play and continues playing throughout all the Menus. •Single Player Levels music plays in all Levels. •Multiplayer Levels music plays in all levels •Bolts and Power Ups play a sound when the Player collides with them. •Enemies play a sound when the Player collides with them. •Obstacles play a sound when the Player collides with them.	Pass	No Bugs	Good choices in music and sound effects..
6.00	1	TC.006	Game Levels	Level loading functionality.	•Play all Levels and test if the Levels load and load the Player. •Collide with Next Level objects and test if the loads Player into the next Level in the Game's build.	Level loading.	•All Levels load and load the Player •All Next Level objects load Player into the next Level in the Game's build.	•All Levels load and load the Player •All Next Level objects load Player into the next Level in the Game's build.	Pass	No Bugs	The Game has a nice flow to the Levels.
8.00	1	TC.008	In-Game Pause Menu	Pause Menu UI funtionality.	•Click Pause Button or Esc to load the Pause Menu . •Click Resume Button •Click Main Menu Button. •Click Exit Button.	Pause Menu UI.	•Pause Button or Esc key to load the Pause Menu and pause the gameplay. •Resume Button resumes the gameplay. •Main Menu Button loads the main Menu. •Exit Button exists the entire Game.	•Pause Button or Esc key to load the Pause Menu and pause the gameplay. •Resume Button resumes the gameplay. •Main Menu Button loads the main Menu. •Exit Button exists the entire Game.	Pass	No Bugs	Good UI.
9.00	1	TC.009	Player Movement	Player Movement functionality.	•Press W, T, 1 or ↑ and S, G, 2 or ↓ to move the Player forward and backwards. •Press A, F, 3 or ← and D, H, 4 or → to move the Player left to right. •Press Space to jump.	Player Movement	•W, T, 1 or ↑ and S, G, 2 or ↓ move the Player forward and backwards. •A, F, 3 or ← and D, H, 4 or → move the Player left to right. •Space to makes the Player jump.	•W, T, 1 or ↑ and S, G, 2 or ↓ move the Player forward and backwards. •A, F, 3 or ← and D, H, 4 or → move the Player left to right. •Space to makes the Player jump.	Pass	No Bugs	Basic Player movement.
10.00	1	TC.010	Obstacles	Obstacles functionality.	•Collide with Obstacles.	Obstacles Box Colliders.	•The Player Collides with the Obstacle and cannot move forawrd unless they go back and jump over it.	•The Player Collides with the Obstacle and cannot move forawrd unless they go back and jump over it.	Pass	No Bugs	
11	1	TC.011	Enemies	Enemies functionality.	•Collide with Enemies.	Enemies make the Player repawn a few In-Game meters back.	•When the Player collides with an Enemy they respawn the Player a few In-Game meters back.	•When the Player collides with an Enemy the Game slows down for a second before the Player respawns a few In-Game meters back.	Pass	No Bugs	
12	1	TC.012	Bolts	Collectables functionality.	•Collect Bolts, Double Bolts and Golden Bolts.	Player can collect Bolts.	•When the Player collides with Bolts and Golden Bolts it will destroy the Bolts and Golden Bolts from the Game.	•When the Player collides with Bolts and Golden Bolts are destroued from the Game.	Pass	No Bugs	
13	1	TC.013	Bolt Counter	Bolt Counter functionality.	•Collect Bolts, Double Bolts and Golden Bolts.	Bolt Counter updates the Players current Bolt amount.	•The Bolt Counter is displayed in the Main Menu, Multiplayer Menu and all Levels •When the Player collides with Bolts it will update the Bolt Counter with the new Bolt Amount. •Bolts save throughout Levels. •The Bolt amount is reset when the Game is started from the Main Menu and Multiplayer Menu.	•The Bolt Counter is displayed in the Main Menu, Multiplayer Menu and all Levels •When the Player collides with Bolts it will update the Bolt Counter with the new Bolt Amount. •Bolts save throughout Levels. •The Bolt amount is reset when the Game is started from the Main Menu and Multiplayer Menu.	Pass	No Bugs	Good UI.
14	1	TC.014	Power Ups	Power Ups functionality.	•Collect the Power Ups 'Invincible', 'Not Invincible' and 'Double Bolts'.	Powers Ups effects.	•When a Player collects Power Ups the Power Up will be destroyed from the Game. •When the Player collects 'Invincible' they can pass through Obstacles and Enemies. •When the Player collects 'Not Invincible' they can no longer pass through Obstacles and Enemies. •When the Player collides with Double Bolts it will destroy the Double Bolts from the Game.	•When a Player collects Power Ups the Power Ups are destroyed from the Game. •When the Player collects 'Invincible' they can pass through Obstacles and Enemies. •When the Player collects 'Not Invincible' they can no longer pass through Obstacles and Enemies. •When the Player collides with Double Bolts it will destroy the Double Bolts from the Game.	Pass	No Bugs	