# Test Plan for M4 - Ascension

## Key Input Tests

| **Keys** | **Outcomes** |
| --- | --- |
| Space | Player movement - Jump |
| A, Left | Player movement - Left |
| D, Right | Player movement - Right |
| E | Interact (will do different actions depending on the situation)   * Initiate dialogue * Pick up item * Enter door * Enter/Leave Stealth |
| F | Toggle for FPS counter |
| Apostrophe | Debug mode |
| R | Restart game |
| ESC | The game is paused |
| Shift + | Zoom camera in on the player |
| Shift - | Zoom camera out on the player |
| Shift | Player dash |
| On deadly collision | Action   * Player and enemies collide → -1 HP + temporary invincibility |
| Z | Player attacks sideways (depending on which direction they’re facing) and surges forward.  Example: if the player is facing right and z is pressed, the player will attack and surge right. If the attack hits an enemy, their health is reduced by 1. When an enemy reaches 0 health, it should disappear. |
| Up key + Z | Player attacks upwards |
| X | Player enters summoning mode and summons a rock  While in summoning mode, player can press:  X: create a platform using the down arrow key to control placement  Z: attack the rock and the rock becomes a projectile that can damage enemies, angle changes depending on player position |
| V | Interact/Advance dialogue |
| C | Advance dialogue (Under certain quest conditions, options will be presented to the player) |

## Quest specific behavior

| **Action** | **Outcome** |
| --- | --- |
| Walk down the stairs and into range of Venus | Start the first fruit collection quest |
| Climb the hill, jump to the tree on the left, and collect three apples | You will have gathered enough apples to satisfy the quest, and it will turn green to know you’ve completed the requirements |
| Return to the cabin and talk to Venus | The quest will complete, and automatically proceed to the “Find Brooch” quest. The door to climb the tree will also be unlocked. |
| Talk to the apothecary to buy medicine and then the innkeeper | The player will be urged to steal currency from a manor on the right side of the map |
| Complete all quests up until “The Researcher’s Prize” | A branching quest will start, where you can choose to either give a dragon scale you find in the sewers to Orion, the starseeker, or Leo, the researcher. They give you different items in response, which can affect the ending of the game. Completing one of these two quests should close the other quest as well. |
| (Branch) Give the scale to Leo instead of Orion | Leo gives you a ring which enables the player generate floating rocks as a platform/projectile |
| (Branch) Give the scale to Orion instead of Leo | Orion gives you a painting as thanks and if Leo is talked to after, he’ll still give you the ring but will be disgruntled about it |
| Collect new mail from the inn | You receive a brooch which triggers a quest to go up to the Gilded Greenway upon walking close to Orion |
| Approach the gate in the Greenway (above the manor) | A tutorial for rock bending shows up and the player can use the ability to climb over the gate and progress upwards |

## Sound Effects Tests

| **Action** | **Outcome** |
| --- | --- |
| Opening doors | A door sound effect should play when interacting [E] with the door asset |
| Footsteps | Footstep sound effects will play when the player is on the ground and the player’s absolute x velocity is large enough  \*footsteps sound will change between grass and stone depending on the material the player is standing on |
| Landing | A landing sound effect will play when the player’s downwards y velocity is large enough |
| Getting hit by enemy | A hurt sound effect will play after the player collides with a deadly object |
| Picking up objects | A pop sound effect will play when the player interacts [E] with objects that can be picked up |
| Attacking | A sword swoosh sound effect will play as the player attacks [Z]  A breaking box sound effect will play when the player hits a box with an attack |
| Stealth | A whoosh sound effect will play when the player enters stealth |

## Serialization Tests

The game state is saved after each level transition (any time you walk through a door), quest completion, and window exit (holding down the ESC key)

| **Action** | **Outcome** |
| --- | --- |
| Transition between any 2 levels (example: the forest and the canopy), close the game window (not through the ESC key), then reload the game | When reloading the game you should find yourself at the new level you entered before closing the game (example: you should now find yourself in the canopy) |
| Complete any of the quests (example: the very first fruit picking quest from Venus in the beginning of the game), close the game window (not through the ESC key), then reload the game. | When reloading the game, you should find that the quest state has been saved (example: if you completed the fruit picking quest before exiting, then it should stay completed and you should have the next quest open |
| Do any action that modifies the state of the game (other than the ones above which automatically saves) such as grabbing an item or moving to a new position within a level. Hold the ESC key to close the game and then reload the game. | When reloading the game, you should find the game state saved from before you held the ESC key and closed the game. For example, if you walked to a different position within a level and then exited, you should find yourself at that same position on game reload, or if you grabbed an item before closing the game, then you should still have the item on your when the game is reloaded. |