CS 242 Final Project Pt.4
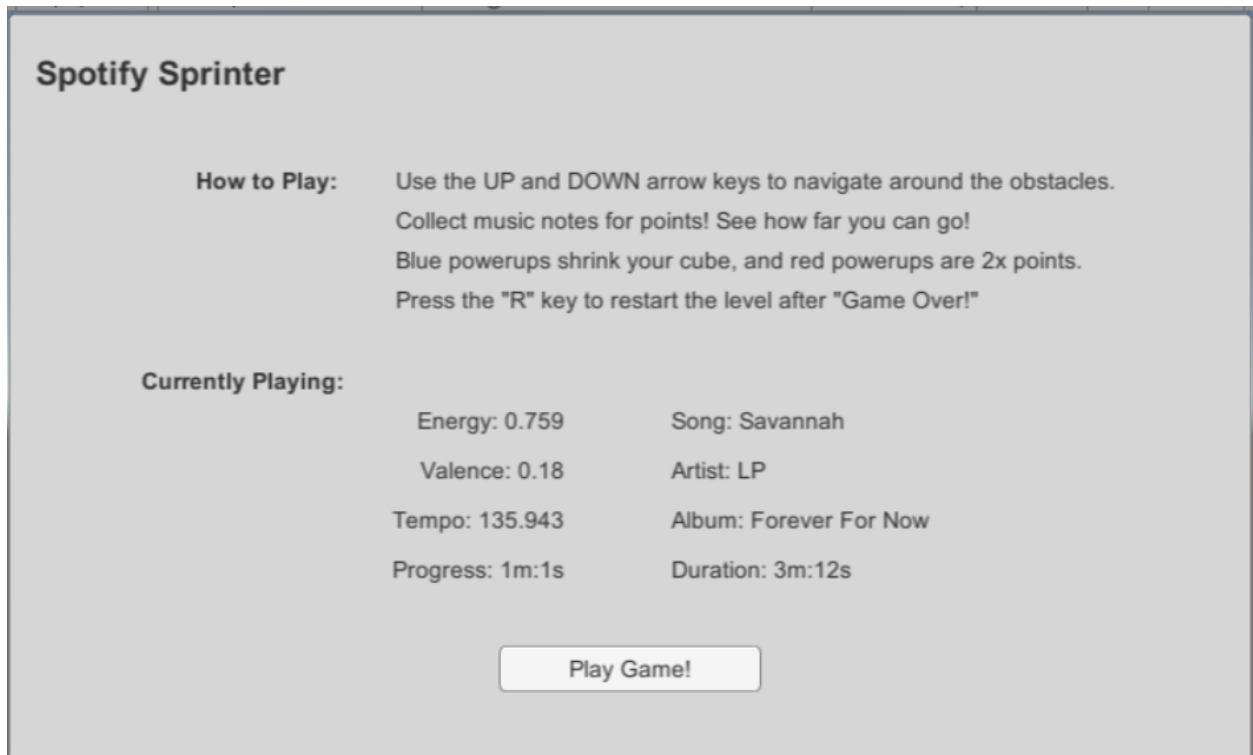Manual Test Plan
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<u>MAIN MENU</u>

After playing the application in Unity, the user will see the main menu:

A user can read the game instructions, see their currently playing song and the data attached to it, or can play an auto-generating level that matches that currently playing song. Clicking the "Play Game!" button takes the user to the game. The user can return to this menu at any time by clicking the "Menu" button during gameplay.

GAMEPLAY

The "Play Game!" button takes the user to the game, which starts playing immediately. The current song information is displayed, along with the score. Clicking on the "Menu" button in the UI for the "Auto-Generate" level will return the user to the main page.
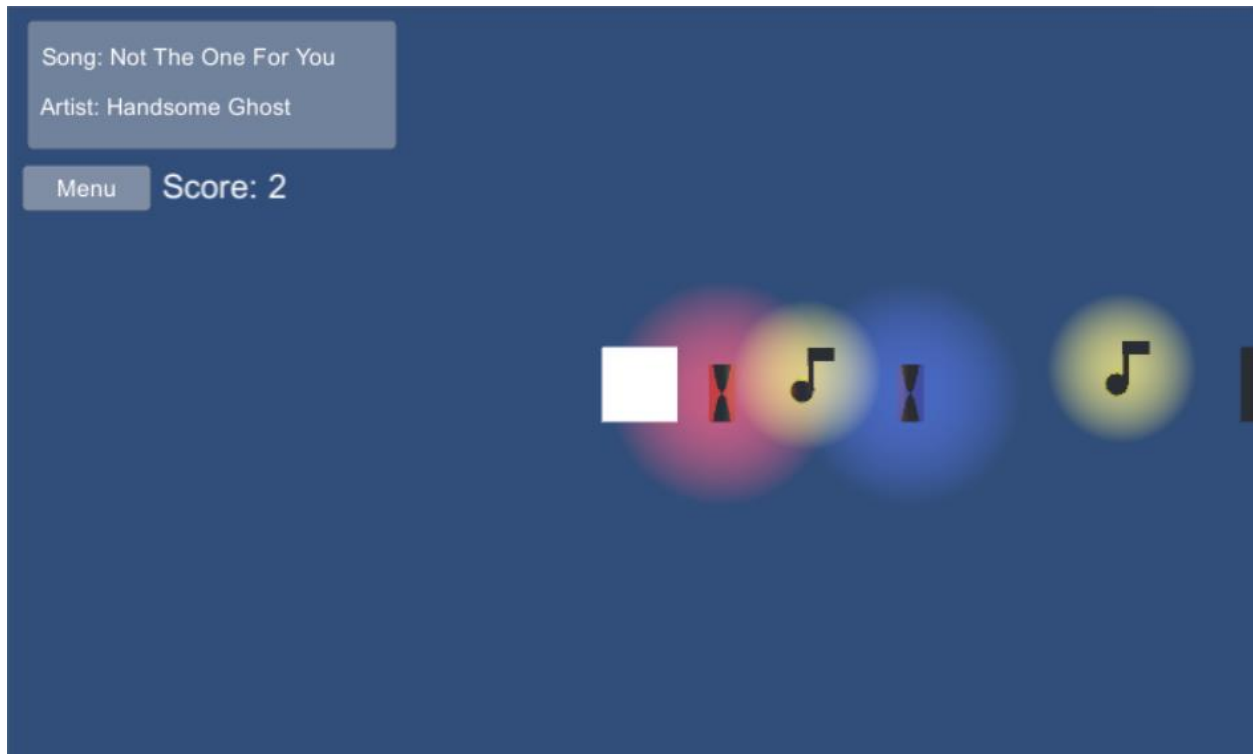

- The user uses the UP and DOWN arrow keys to navigate the white cube, avoid obstacles, and collect points or power-ups.
- The yellow music notes give extra points when collected.
- The red power-up is 2x points when collected.
- The blue power-up shrinks the cube to make it more maneuverable. This power eventually wears off.

Several game factors are affected by the song features of the currently playing track:
- Game speed of the cube is affected by tempo
- Frequency of obstacles appears affected by energy of track
- Frequency of note points affected by valence (positivity) of track
- The game starting seed is created from the unique song ID
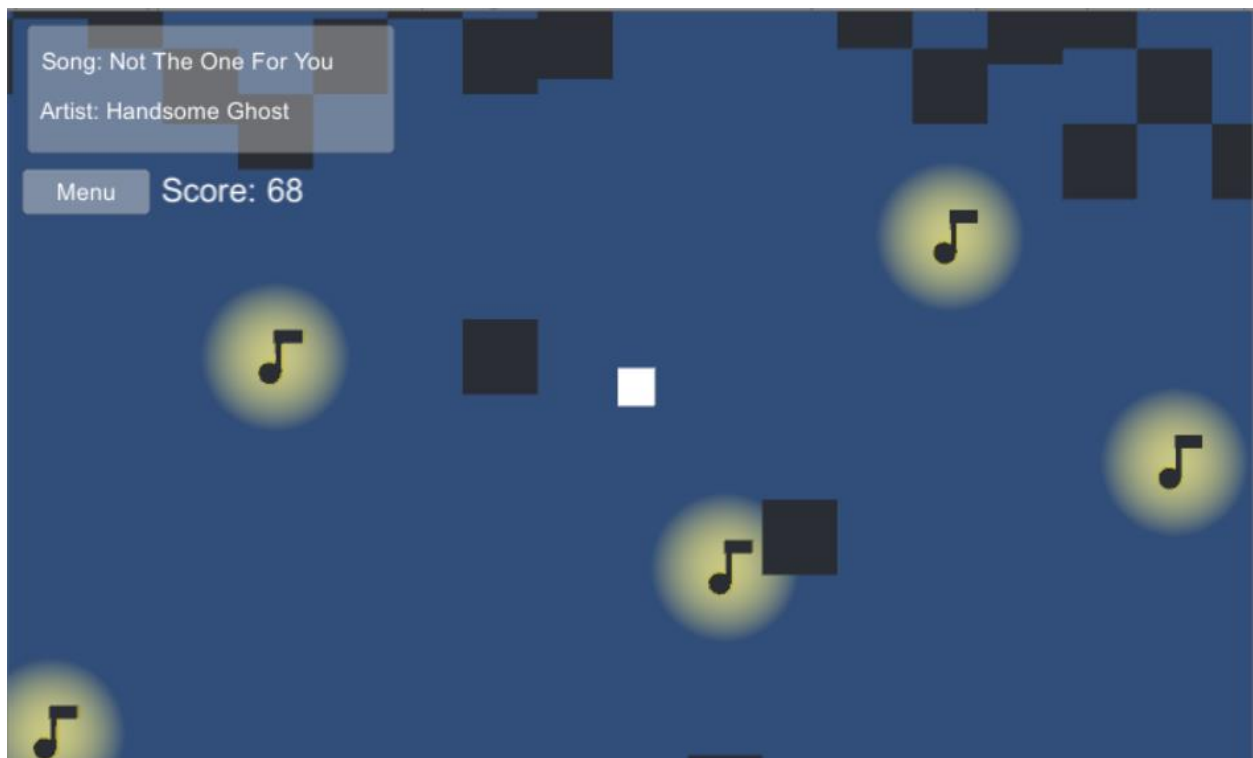
The white cube will move forward through a continuously generating level.
The score is calculated by how far a user made it into the game.
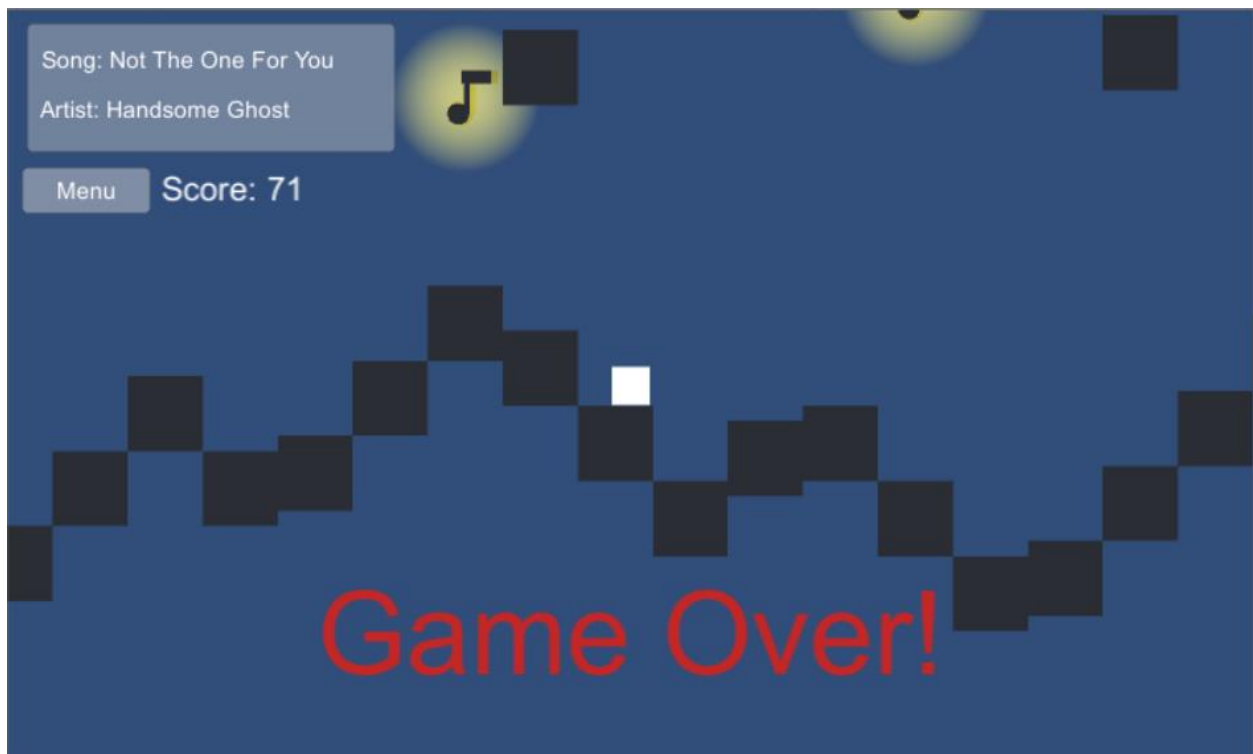
Touching a black cube (an obstacle) will cause the cube to fall and trigger a "Game Over!" state.
Pressing the "R" key will restart the level. The "Menu" button returns the user to the main menu.