**Milestone 4 Test Plan**

**Cutscenes**

* Intro:
  + Upon pressing Start Play on the title screen, the screen should fade into a few introductory cutscene images and text. Pressing any button on this screen should bring you to the next image, and pressing ESC should skip the cutscene, and spawn you in the Hub.
* Outro:
  + Upon beating the second boss and entering the door, the screen should fade into the outro cutscene. Similarly to the intro, pressing any button on this screen should bring you to the next image, and pressing ESC should skip the cutscene, and spawn you back in the Hub.

**NPCs**

* There are 2 new NPCs in the game, who are just there to give some short exposition and flavour dialogue.
* Text should appear when you interact with them, and by repeatedly interacting with them you will see their entire conversation.
* The 2 NPCs are in the Hub, and the Shop. They have random conversations each time you talk to them.

**New Enemies**

* We have added 2 new enemy types:
* Shotgun enemy:
  + This enemy has a red sprite, and shoots 3 projectiles in a cone shape towards the player.
* Turret enemy:
  + This enemy is a stationary enemy, who shoots projectiles in many directions at once.

**Settings**

* You can now change some settings in the settings menu, either from the title screen or the pause menu.
* Audio settings: There is an audio slider you can use to adjust the volume of the music and sound effects.
* Key Bindings: You can adjust your key bindings by selecting the action you would like to change, pressing the key that you would like to change it to, then pressing enter to confirm.
* These settings persist throughout play sessions, so you do not need to adjust them every time you play.