Power up Test Plan

The power ups are Super Health (increased maximum health), Super Strength (can carry more stuff), Strong Attack (more damage per git), enemies drop health potions.

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| Test Number | What I am testing? | What are the inputs (if any)? | Expected results |
| 1 | The initial starting health is 100 | Start a fresh game | The health indicator should be 100 |
| 2 | When the user pickups Super Health, the maximum health should increase to 150. | Pick up Super Health | The health indicator should increase to 150. |
| 3 | Check that when the Super Health is picked up, the database register the power has been picked up | Pick up Super Health | The Super Health column in the database has been set to True. |
| 4 | When the user pickups Super Health, the icon should disappear from the level. | Pick up Super Health | The icon should disappear from the screen. |
| 5 | The initial starting strength is 50 | Start a fresh game | The maximum strength indicator should be 50 |
| 6 | Check that when the Super Strength is picked up, the database register the power has been picker up | Pick up Super Strength | The Super Strength column in the database has been set to True. |
| 7 | When the user pickups Super Strength, the maximum health should increase to 150. | Pick up Super Strength | The maximum strength indicator should be 80. |
| 8 | When the user pickups Super Strength, the icon should disappear from the level. | Pick up Super Strength | The icon should disappear from the screen. |
| 9 | When the user hits an enemy, the damage should decrease by an initial amount. | Hit enemy with a weapon | The enemy’s health should decrease by a certain amount. |
| 10 | When the user pickups Strong Attack, the icon should disappear from the level. | Pick up Strong Attack | The icon should disappear from the screen. |
| 11 | Check that when the Strong Attack is picked up, the database register the power has been picked up | Pick up Strong Attack | The Strong Attack column in the database has been set to True. |
| 12 | When the user hits an enemy, the damage should decrease by an amount higher than the initial amount. | Hit the enemy with the same weapon but with Strong Attack. | The enemy’s health should decrease by a certain amount higher than the initial amount. |
| 13 | Check that some enemies drop health potions. | Kill an enemy on a level and see if they drop a health potion. | Some enemies should drop a health potion. |
| 14 | Check that some enemies don’t drop health potions. | Kill an enemy on a level and see if they drop a health potion. | Some enemies should not drop a health potion. |