**Test Plan**

| **Game Action to be Tested** | **Test Method** | **Expected Outcome.** |
| --- | --- | --- |
| Mouse Cursor - instead of the regular mouse cursor, a different cursor will be shown | Move the cursor around the screen | Cursor is rendered correctly to represent mouse position for aiming for shooting bullets |
| UI - Press H for help screen text | Run the game | Text will be displayed on the main game background after: “Press “H” for Help” |
| Powerup System - random generation | Kill minions using blendy’s bullets | Powerups should be randomly generated on the floor of the map. Different power ups will spawn as the score increases, and are able to spawn on top of each other. |
| Powerup System - cherry | Move Blendy to pick up cherry powerup | Blendy will shoot 3 red bullets in the direction of the mouse like a triple shot. |
| Powerup System - shield (pistachio nut) | Move Blendy to pick up a shield (pistachio nut) powerup | Blendy will gain 1 shield shown beside the health bar. Blendy can have a maximum of 3 shields. When Blendy gets hit 1 shield will disappear and Blendy will not take any health damage until it has 0 shields. |
| Powerup System - cactus | Move Blendy to pick up a cactus powerup | Blendy will shoot fast cactus spike bullets that deals more damage |
| Powerup System - combining power ups | Move blendy to another powerup while still in effect | Blendy should be able to have both powerups in effect. |
| Cutscenes - Start screen | Start/run the game, user presses “C” to start the cutscenes/game | Start screen should be displayed when the game starts and the user presses “C” to go to the cutscenes. |
| Cutscenes - display cutscenes | Cutscenes should be displayed after the start screen | Cutscenes will be displayed to the whole screen with some text rendered. |
| Cutscenes - freezing | Display cutscenes after start screen or when blendy reaches a certain score | Game should pause and cutscenes should be displayed without any layering issues. |
| Cutscenes - press ‘R’ to restart | Press ‘R’ during every cutscene. Check and see if it restarts the game. | Game should restart when ‘r’ is pressed ONLY on the last cutscene. Restart means that the help screen is shown, the score is set to 0, the health is restored to full, and the story (via the cutscenes) are restored back to the beginning. |
| Cutscenes - pressing buttons | Press every button except C during regular cutscene | Nothing should occur when any button other than ‘C’ is pressed, as all buttons should be disabled when cutscenes are active. |
| AI System - Boss | Kill enemies to gain points until the last cutscenes are displayed before the final boss spawns | Final boss will be able to interact with powerups.  E.g Grape (shot the ring, boss not moving)  Lemon (green-yellow lemon bullet with high damage and boss can move)  Cherry (split shot and and boss can move)  Nuts/Battery (boss will heal) Cactus (boss will shoot a fast high damage bullet)  Boss will look for power up if there is one on the arena.  Boss will charge the player if no powerup otherwise charges to power ups. |
| AI System - Cleaner | Kill enemies to gain points until the cleaner appears. | It should walk around until a power up appears in its aggro range. Then it will approach the power and remove it when you touch it. |
| AI System - split shooter | Kill enemies to gain points until the ranger upgrade into split shooter | It acts like a normal ranger but it will have split shots. |
| Physics system - collision handling | Blendy collides with bullets/ Enemy collides with bullets | Collisions should be more precise |
| Animation - 8-directional boss animation | Make Boss facing left, right, down, up and four rest directions | Boss should have movement animation for 8 directions |
|  |  |  |