Dylan Widecki

**User Stories**

Invisible Attack:

* As a Developer, I want the purple flower pickup to enable the player with an attack, only when collected.
* As a Player, I want to be able to attack an enemy when I collect the pickup from the purple flower.
* As a Player, I want to be restricted from attacking an enemy when I do not collect the pickup from the purple flower.

Water Functionality:

* As a Player, I want the water to eliminate me if I touch it during game play.
* As a Player, I want the water to make the same sound on each level it is present in.
* As a Player, I want the water to look and function the same as I play the game to avoid confusion.

**Test Cases**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case Information** | | | | | | | |
| **Test name** | | | Invisible Attack | | | | |
| **Owner of test** | | | Dylan Widecki | | | | |
| **Test case ID** | | |  | | | | |
| **Date of last revision** | | | 09/25/2021 | | | | |
| **Test objective** | | | Verify that when the purple flower pick up is not collected, the user can not attack and when the pickup is collected, the user can attack an enemy. | | | | |
| **Test Procedure** | | | | | | | |
| **Test Setup** | | None | | | | | N/A |
|  | | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** | |
| 1 | Run the game | | | The game application will start | |  | |
| 2 | Press “enter” to start game | | | Game will start | |  | |
| 3 | Avoid purple flower pickup | | | No power up is applied | |  | |
| 4 | Press “space” to attack enemy | | | Enemy is not defeated | |  | |
| 5 | Collect pickup from purple flower | | | Power up is applied | |  | |
| 6 Press “space” to attack enemy Enemy is defeated | | | | | | | |
|  | | | | | | | |
| **Test Cleanup** | | None | | | | | N/A |
| **Test Result** | | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | | |
| **Notes:** | | | | | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case Information** | | | | | | | |
| **Test name** | | | Water Functionality | | | | |
| **Owner of test** | | | Dylan Widecki | | | | |
| **Test case ID** | | |  | | | | |
| **Date of last revision** | | | 09/25/2021 | | | | |
| **Test objective** | | | Verify that the function of the water on each level is uniform throughout gameplay as it should kill the user upon touch. | | | | |
| **Test Procedure** | | | | | | | |
| **Test Setup** | | None | | | | | N/A |
|  | | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** | |
| 1 | Run the game | | | The game application will start | |  | |
| 2 | Press “enter” to start game | | | Game will start | |  | |
| 3 | Jump into water | | | Water will eliminate the player | |  | |
| 4 | Press “enter” to try again | | | Level restarts | |  | |
| 5 | Progress through each level and repeat steps 3-4 | | | Same result as steps 3-4 | |  | |
|  | | | | | | | |
| **Test Cleanup** | | None | | | | | N/A |
| **Test Result** | | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | | |
| **Notes:** | | | | | | | |