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| **Test Case Information** | | | | | | |
| **Test name** | | | Menu navigation enhancement | | | |
| **Owner of test** | | | Amber Kusma | | | |
| **Test case ID** | | | K01 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that the player can use the mouse to navigate through the main menu. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game. | | | The application launches to a main menu. | |  |
| 2 | Click on “Instructions” using the  mouse. | | | The instruction screen will appear. | |  |
| 3 | Press the “Enter” key. | | | The main menu is reloaded. | |  |
| 4 | Click on “Credits” using the mouse. | | | The credits screen will appear. | |  |
| 5 | Press the “Enter” key. | | | The main menu is reloaded. | |  |
| 6 | Click on “Play Game” using the mouse. | | | The first level is loaded. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Instructions and credits screen enhancement | | | |
| **Owner of test** | | | Amber Kusma | | | |
| **Test case ID** | | | K02 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that the player can clearly read both the instructions and credits screens and that the player can learn the goal of the game and the purpose of game elements with the instructions. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Navigate to the “Instructions” screen. | | | The instruction screen will appear. | |  |
| 3 | Read through instructions. | | | Instructions are clear and concise, and they communicate the mechanics of the game to the player. | |  |
| 4 | Press the “Enter” key. | | | The main menu is reloaded. | |  |
| 5 | Navigate to the “Credits” screen. | | | The credits screen will appear. | |  |
| 6 | Read through credits. | | | Credits are clear and easily readable. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | "A" key crashing bug | | | |
| **Owner of test** | | | Priscilla Esteves | | | |
| **Test case ID** | | | P03 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that the player can use the “A” key without the game crashing. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Press the “W” key. | | | The cat jumps. | |  |
| 3 | Press the “S” key. | | | The cat ducks. | |  |
| 4 | Press the “D” key. | | | The cat walks to the right. | |  |
| 5 | Press the “A” key. | | | The cat walks to the left. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Repeating sound bug | | | |
| **Owner of test** | | | Matthew Merritt | | | |
| **Test case ID** | | | M04 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that the player can collect the powerup from the purple flower with the collection sound being played once. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Navigate to the purple flower by jumping over the tree. Do not touch the flower yet. | | | The player is able to control the cat. | |  |
| 3 | Walk into the purple flower and stand on it for a second. | | | The collection sound should be played a single time. | |  |
| 4 | Walk away from the flower. | | | The player is able to move away without the game framerate slowing down. | |  |
| 5 | Walk back onto the flower and off of it again. | | | No sound should be played. | |  |
| 6 | Complete level 1 and navigate to the purple flower on level 2. Walk past the flower. | | | The sound is played a single time and functions regardless of the level. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Enemy collision bug | | | |
| **Owner of test** | | | Matthew Merritt | | | |
| **Test case ID** | | | M05 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that the player can kill both the bugs and the dinosaurs with the purple flower attack, and that the attack is hitting enemies when it should. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Walk over the purple flower. | | | The player is able to control the cat and collect the attack powerup. | |  |
| 3 | Press “Space” when the bug is directly in front of the cat. | | | The bug should be killed by the player’s attack, and it should disappear. | |  |
| 4 | Continue through the first level until reaching the tree with the dinosaur. When the dinosaur is walking to the right, walk behind it and quickly press “Space.” | | | The player is able to walk over to the dinosaur and is able to kill the dinosaur with a single attack. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Invisible Attack | | | |
| **Owner of test** | | | Dylan Widecki | | | |
| **Test case ID** | | | W06 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that when the purple flower powerup is not collected, the user can not attack and when the powerup is collected, the user can attack an enemy. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter”. | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Walk past the purple flower powerup. | | | No powerup is applied. | |  |
| 3 | Press “Space” to attack enemy. | | | Enemy is not defeated, and no attack appears. | |  |
| 4 | Go back and collect powerup from purple flower. | | | Powerup is applied, and sound is played. | |  |
| 5 | Press “Space” to attack enemy. | | | Attack appears, attack sound is played, and enemy is defeated. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Removing Inescapable Areas Enhancement | | | |
| **Owner of test** | | | Emily Balboni | | | |
| **Test case ID** | | | B07 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that a player is able fully navigate through a level without becoming trapped and having to quit or restart. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Play through the first level. | | | The player can complete the level. | |  |
| 3 | Player begins level 2 and is able to play until the last column in the level. The player falls to the ground and can jump to touch the goal. | | | The player successfully touches the goal and completes the level after falling. | |  |
| 4 | Player continues and begins level 3. | | | The level 3 loads. | |  |
| 5 | Player should be able to jump over the first tree and land in between the two trees. Then the player can jump from the ground to the platform to the second tree. | | | The player falls into the gap between the trees but is able to escape the gap with the platform. | |  |
| 6 | Player continues with the level, reaching the goal. | | | Player should complete the level. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Level 5 Redesign Enhancement | | | |
| **Owner of test** | | | Emily Balboni | | | |
| **Test case ID** | | | B08 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that a player is able to complete a reasonably difficult final level in a fair amount of time. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Player plays through levels 1-4. | | | The player completes the previous levels. | |  |
| 3 | Player begins navigating through level 5. | | | The player should be presented with a variety of obstacles to be avoided. | |  |
| 4 | Player finishes level. | | | The player did not take an excessive amount of time to complete the level. Player should be satisfied with the experience. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Theme enhancement | | | |
| **Owner of test** | | | Priscilla Esteves | | | |
| **Test case ID** | | | P09 | | | |
| **Date of last revision** | | | 09/25/2021 | | | |
| **Test objective** | | | Verify that the game elements have a consistent theme to keep players engaged and to communicate purpose. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Walk up to item under the tree. | | | Player knows that item is a powerup before collecting it. | |  |
| 3 | Walk up to object moving down the hill. Continue walking to the tree with another object. | | | Player identifies both objects as enemies. | |  |
| 4 | Walk up to the object at the end of the level. | | | Player knows that the object is the goal. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
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| **Test Case Information** | | | | | | |
| **Test name** | | | Water Functionality | | | |
| **Owner of test** | | | Dylan Widecki | | | |
| **Test case ID** | | | W10 | | | |
| **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** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass (✓)** |
| 1 | Run the game, then select “Play Game” by pressing “Enter.” | | | The application launches to a main menu and then the first level is loaded. | |  |
| 2 | Navigate through the level until reaching water, then jump into water | | | Water will kill the player | |  |
| 3 | Press “enter” to try again | | | Current level restarts. | |  |
| 4 | Progress through each level and touch the gold box at the end. | | | Level is completed and next level is loaded. | |  |
| 5 | Repeat steps 2-4 for levels 1, 4, and 5, playing through levels 2 and 3 normally. | | | Water kills the player on all three levels with water. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |