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| **Test Case Information** | | | | | | |
| **Test name** | | | Menu navigation enhancement | | | |
| **Owner of test** | | | Amber Kusma | | | |
| **Test case ID** | | | M01 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **Test objective** | | | Verify that the player can use the mouse to navigate through the main menu. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 1 | Run the game. | | | The application launches to a main menu. | | **Pass** |
| 2 | Click on “Instructions” using the  mouse. | | | The instruction screen will appear. | | **Pass** |
| 3 | Press the “Enter” key. | | | The main menu is reloaded. | | **Pass** |
| 4 | Click on “Credits” using the mouse. | | | The credits screen will appear. | | **Pass** |
| 5 | Press the “Enter” key. | | | The main menu is reloaded. | | **Pass** |
| 6 | Click on “Play Game” using the mouse. | | | The first level is loaded. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Dylan Widecki and Priscilla Esteves | | **Date of test:** 10/11/2021 | | | **Test result (P/F):** P | |
| **Notes:** Mouse input is successfully implemented to main menu screen and menu options are easily navigable. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Menu navigation enhancement | | | |
| **Owner of test** | | | Amber Kusma | | | |
| **Test case ID** | | | M01 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **Test objective** | | | Verify that the player can use the mouse to navigate through the main menu. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 1 | Run the game. | | | The application launches to a main menu. | | **Pass** |
| 2 | Click on “Instructions” using the  mouse. | | | The instruction screen will appear. | | **Pass** |
| 3 | Press the “Enter” key. | | | The main menu is reloaded. | | **Pass** |
| 4 | Click on “Credits” using the mouse. | | | The credits screen will appear. | | **Pass** |
| 5 | Press the “Enter” key. | | | The main menu is reloaded. | | **Pass** |
| 6 | Click on “Play Game” using the mouse. | | | The first level is loaded. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Amber Kusma | | **Date of test:** 10/26/2021 | | | **Test result (P/F):** P | |
| **Notes:** All of the steps are successfully completed. The text is now highlighted when hovered over. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Instructions and credits screen enhancement | | | |
| **Owner of test** | | | Amber Kusma | | | |
| **Test case ID** | | | M02 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **Test objective** | | | Verify that the instructions and credits screens appear when clicked on by the user. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 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. | | **Pass** |
| 2 | Navigate to the “Instructions” screen. | | | The instruction screen will appear. | | **Pass** |
| 4 | Press the “Enter” key. | | | The main menu is reloaded. | | **Pass** |
| 5 | Navigate to the “Credits” screen. | | | The credits screen will appear. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Emily Balboni and Amber Kusma | | **Date of test:** 10/11/2021 | | | **Test result (P/F):** P | |
| **Notes:** Everything ran smoothly. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | "A" key crashing bug | | | |
| **Owner of test** | | | Priscilla Esteves | | | |
| **Test case ID** | | | C03 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **Test objective** | | | Verify that the player can use the “A” key without the game crashing. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 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. | | **Pass** |
| 2 | Press the “W” key. | | | The cat jumps. | | **Pass** |
| 3 | Press the “S” key. | | | The cat ducks. | | **Pass** |
| 4 | Press the “D” key. | | | The cat walks to the right. | | **Pass** |
| 5 | Press the “A” key. | | | The cat walks to the left. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Matthew Merritt | | **Date of test:** 10/11/2021 | | | **Test result (P/F):** P | |
| **Notes:** Holding down both “A” and “D” will cause the player to walk in place, which is the same as the arrow keys. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Repeating sound bug | | | |
| **Owner of test** | | | Matthew Merritt | | | |
| **Test case ID** | | | S04 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **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/Fail** |
| 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. | | **Pass** |
| 2 | Navigate to the purple flower by jumping over the tree. Do not touch the flower yet. | | | The cat moves over to the flower. | | **Pass** |
| 3 | Walk into the purple flower and stand on it for a second. | | | The collection sound should be played a single time. | | **Pass** |
| 4 | Walk away from the flower. | | | The cat moves away without the game framerate slowing down. | | **Pass** |
| 5 | Walk back onto the flower and off of it again. | | | No sound should be played. | | **Pass** |
| 6 | Complete level 1 and navigate to the purple flower on level 2. Walk past the flower. | | | The sound is played a single time. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Amber Kusma | | **Date of test:** 10/25/2021 | | | **Test result (P/F):** P | |
| **Notes:** When collecting the powerup from the purple flower, the sound successfully only plays once and does not disrupt game play by lagging. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Enemy collision bug | | | |
| **Owner of test** | | | Matthew Merritt | | | |
| **Test case ID** | | | A05 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **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/Fail** |
| 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. | | **Pass** |
| 2 | Walk over the purple flower. | | | The cat collects the powerup from the flower. | | **Pass** |
| 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. | | **Pass** |
| 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 dinosaur is killed with a single attack. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Dylan Widecki | | **Date of test:** 10/27/2021 | | | **Test result (P/F):** P | |
| **Notes:** No additional notes. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Invisible Attack | | | |
| **Owner of test** | | | Dylan Widecki | | | |
| **Test case ID** | | | A06 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **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/Fail** |
| 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. | | **Pass** |
| 2 | Walk past the purple flower powerup. | | | No powerup is applied. | | **Pass** |
| 3 | Press “Space” to attack enemy. | | | Enemy is not defeated, and no attack appears. | | **Pass** |
| 4 | Go back and collect powerup from purple flower. | | | Powerup is applied, and sound is played. | | **Pass** |
| 5 | Press “Space” to attack enemy. | | | Attack appears, attack sound is played, and enemy is defeated. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Priscilla Esteves | | **Date of test:** 10/26/2021 | | | **Test result (P/F):** P | |
| **Notes:** No additional notes. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Removing Inescapable Areas Enhancement | | | |
| **Owner of test** | | | Emily Balboni | | | |
| **Test case ID** | | | L07 | | | |
| **Date of last revision** | | | 10/26/2021 | | | |
| **Test objective** | | | Verify that a player is able fully navigate through levels 2 and 3 without becoming trapped and having to quit or restart. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 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. | | **Pass** |
| 2 | Play through the first level. | | | The player can complete the level. | | **Pass** |
| 3 | Walk to the last column in the level and jump off without touching the goal. | | | The cat reaches the ground and can still be controlled with the arrows. | | **Pass** |
| 4 | Once on the ground, jump to touch the goal. | | | The cat can jump up to the goal, and level 3 is loaded. | | **Pass** |
| 5 | Jump over the first tree and land in between the two trees. | | | The cat falls into the gap and reaches the ground. | | **Pass** |
| 6 | Jump from the ground to a bush to the platform, then jump to the second tree. | | | The cat can jump high enough to reach the platform and then the tree. | | **Pass** |
| 7 | Jump over the next tree to the ground. | | | The cat falls into the gap and reaches the ground. | | **Pass** |
| 8 | Jump from the ground to a bush to the platform. | | | The cat can jump high enough to reach the platform and then back to the tree. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Emily Balboni | | **Date of test:** 10/26/2021 | | | **Test result (P/F):** P | |
| **Notes:** Raising the platform made it so the user can complete the level. Bushes created a way for the player to reach the moving platform to complete the level. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Level 5 Redesign Enhancement | | | |
| **Owner of test** | | | Emily Balboni | | | |
| **Test case ID** | | | L08 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **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/Fail** |
| 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 levels 1-4. | | | The previous levels are completed. | |  |
| 3 | The player begins the level by navigating the moving platforms. | | | The moving platforms over water appear on the screen. The platforms are timed so there is no delay. | |  |
| 4 | Player jumps from moving platforms to top of tree. | | | A tree with a purple flower appears. | |  |
| 5 | Player jumps from tree onto second round of moving platforms. | | | Dog enemy appears firing water on ground while platforms are moving above. | |  |
| 6 | Player jumps from last moving platform to the goal. | | | The goal has been selected and the level finishes. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Theme enhancement | | | |
| **Owner of test** | | | Priscilla Esteves | | | |
| **Test case ID** | | | T09 | | | |
| **Date of last revision** | | | 10/26/2021 | | | |
| **Test objective** | | | Verify that the game elements have been modified to provide a consistent theme. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 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. | | **Pass** |
| 2 | Walk up to item under the tree. | | | A fish is displayed near the player. | | **Pass** |
| 3 | Walk up to object moving down the hill. Continue walking to the tree with another object. | | | A dog and a squirrel are displayed. The squirrel will shoot acorns at the cat.​ | | **Pass** |
| 4 | Walk up to the object at the end of the level. | | | A ball of yarn is displayed near the cat. | | **Pass** |
| **Test Result** | | | | | | |
| **Tester:** Matthew Merritt | | **Date of test:** 10/26/2021 | | | **Test result (P/F):** Pass | |
| **Notes:** The new sprites all appear in game and help to make things feel more coherent. Additionally, the new sprites did not negatively impact the function of any game elements. | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Water Functionality | | | |
| **Owner of test** | | | Dylan Widecki | | | |
| **Test case ID** | | | W10 | | | |
| **Date of last revision** | | | 09/29/2021 | | | |
| **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/Fail** |
| 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:** | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Animation Issues Bug | | | |
| **Owner of test** | | | Priscilla Esteves | | | |
| **Test case ID** | | | M11 | | | |
| **Date of last revision** | | | 11/4/2021 | | | |
| **Test objective** | | | Verify that the player displays the proper animations when standing still, walking, and shooting projectiles. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 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 left and right arrows at the same time | | | The cat remains in place and the standing animation is played. | |  |
| 3 | Walk over the fish. | | | The cat collects the powerup from the fish. | |  |
| 4 | Press “Space” while standing still. | | | The cat fires a projectile while the standing animation is played. | |  |
| 5 | Press “Space” while walking left. | | | The cat faces left and fires a projectile while the walking animation is played. | |  |
| 6 | Press “Space” while walking right. | | | The cat faces right and fires a projectile while the walking animation is played. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Mute Button Enhancement | | | |
| **Owner of test** | | | Emily Balboni | | | |
| **Test case ID** | | | S12 | | | |
| **Date of last revision** | | | 11/4/2021 | | | |
| **Test objective** | | |  | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 1 | Run the game. | | | The application launches to a main menu. | |  |
| 2 | Select first level. | | | The first level loads. The mute button appears on the top left of the game screen. | |  |
| 3 | Click on the mute button. | | | The game’s background sounds are muted. | |  |
| 4 | Collect power up. Fire a projectile. | | | The game’s power up sounds are muted. | |  |
| 5 | Click on the mute button again. | | | The game’s background sounds play. | |  |
| 6 | Fire a projectile. | | | The game’s power up sounds play. | |  |
| 7 | Repeat steps 1 through 4 for each  level of the game. | | | Each level’s sounds are muted and unmuted. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |

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| **Test Case Information** | | | | | | |
| **Test name** | | | Lingering Attack Bug | | | |
| **Owner of test** | | | Matthew Merritt | | | |
| **Test case ID** | | | A13 | | | |
| **Date of last revision** | | | 11/4/2021 | | | |
| **Test objective** | | | Verify that the player’s projectiles cannot defeat enemies after they have disappeared and that the projectile’s hitbox disappears with the sprite. | | | |
| **Test Procedure** | | | | | | |
| **Step** | **Action** | | | **Expected Result** | | **Pass/Fail** |
| 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 fish powerup and stay near the base of the tree. | | | The cat collects the powerup from the fish. | |  |
| 3 | Before the dog reaches the ground with the tree, press “Space”. | | | A projectile attack should appear in front of the player and disappear before the dog hits the ground. | |  |
| 4 | Go back on top of the tree and wait for the dog to reach the tree. | | | The dog should be able to walk all the way to the tree without being defeated by a projectile. | |  |
| **Test Result** | | | | | | |
| **Tester:** | | **Date of test:** | | | **Test result (P/F):** | |
| **Notes:** | | | | | | |