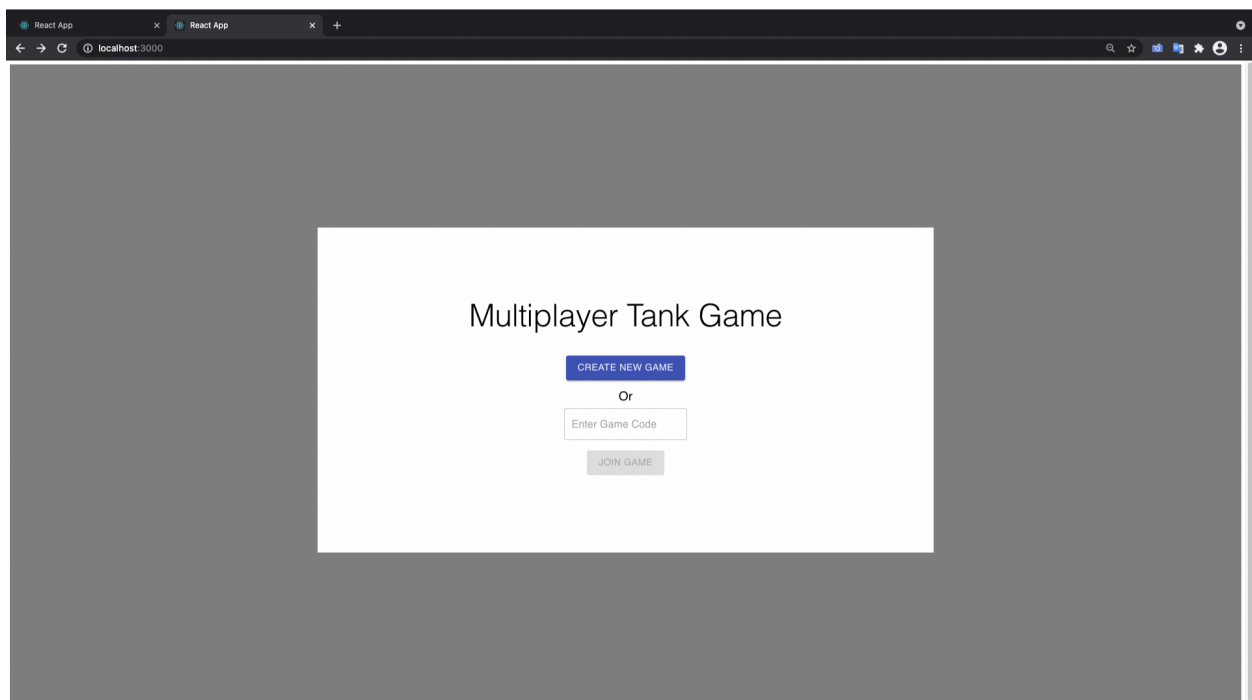


Manual Test Plan - Tank Battle 2.0

Week 0:

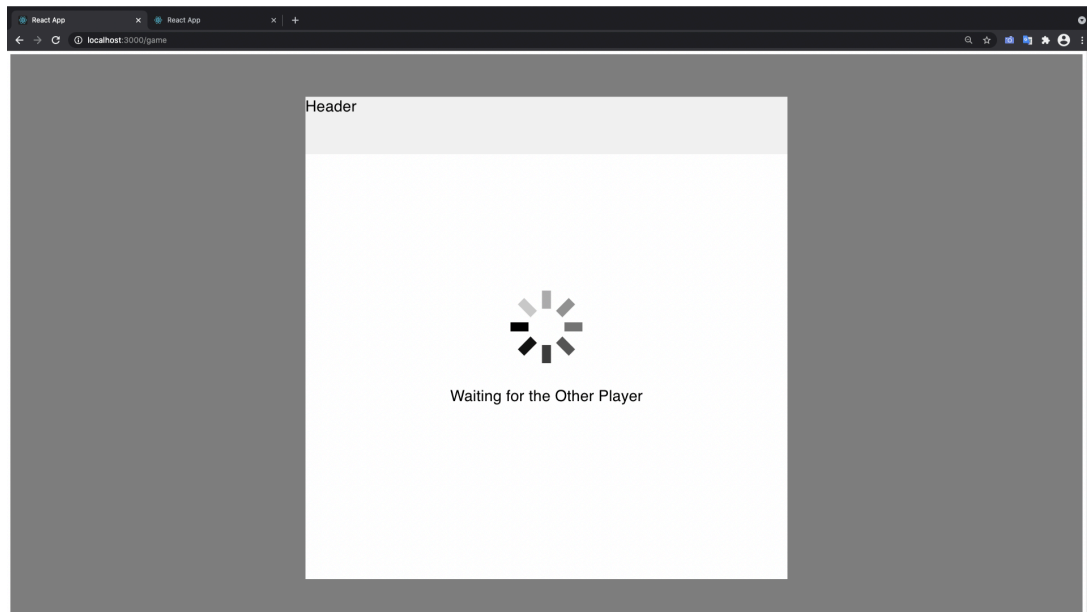
1. StartPage

Navigating to “/” route. Start Page is displayed where the user can choose to either start a new game or join an existing game with just other player.



2. CreateNewGame

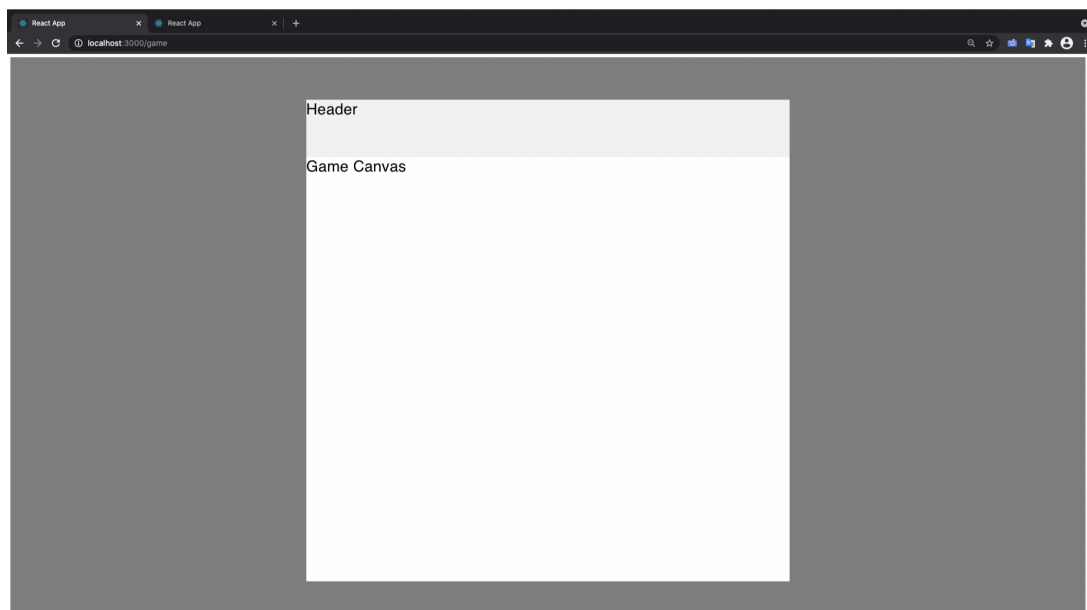
Click on the “Create New Game” button in the Start Page



It takes the user to the Game Page and waits for the second player to join

3. JoinGame

Click on the “Join Game” button in the Start Page.

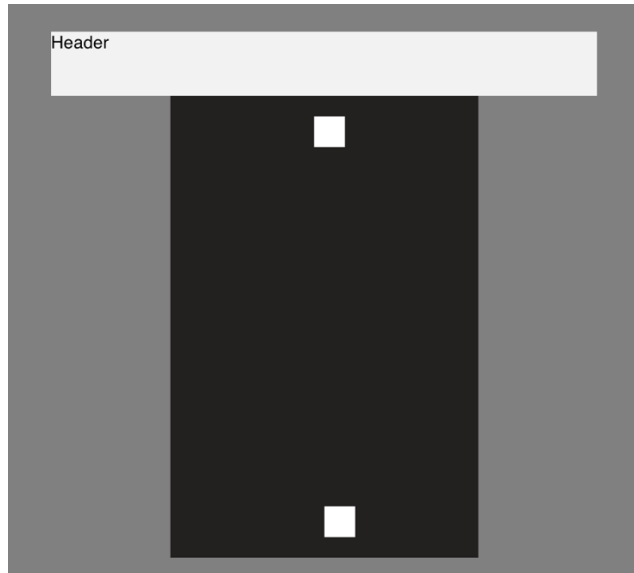


It Takes the User to Game Player and loads the Game canvas

Week 1:

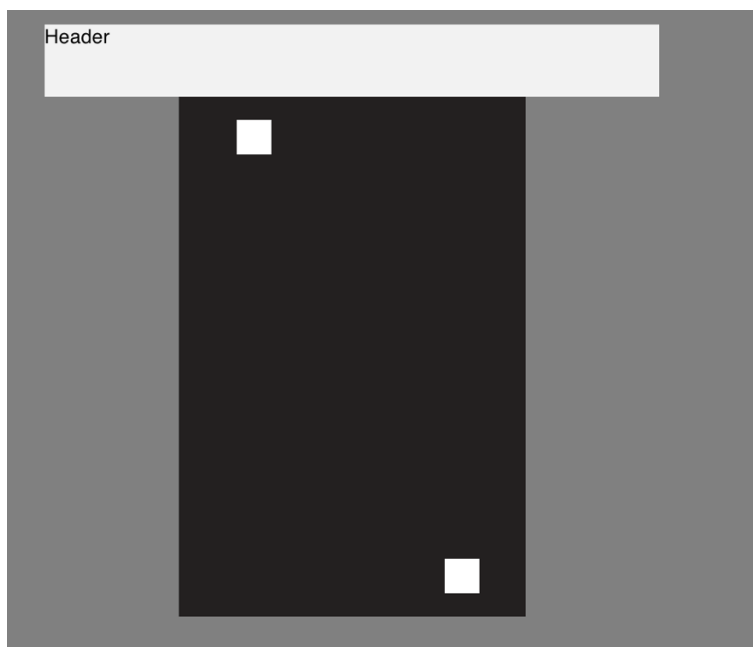
4. Join Game

Now After both players join the game room. Two tanks one controlled by either player are displayed



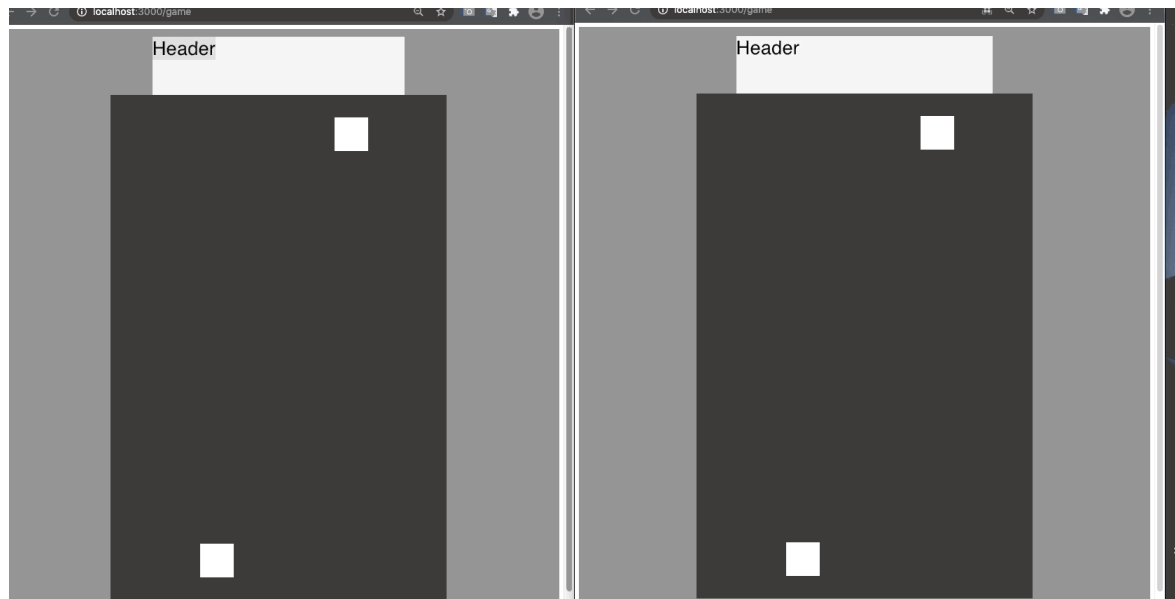
5. Move Player

Arrow buttons lets the user move the tanks across the screen



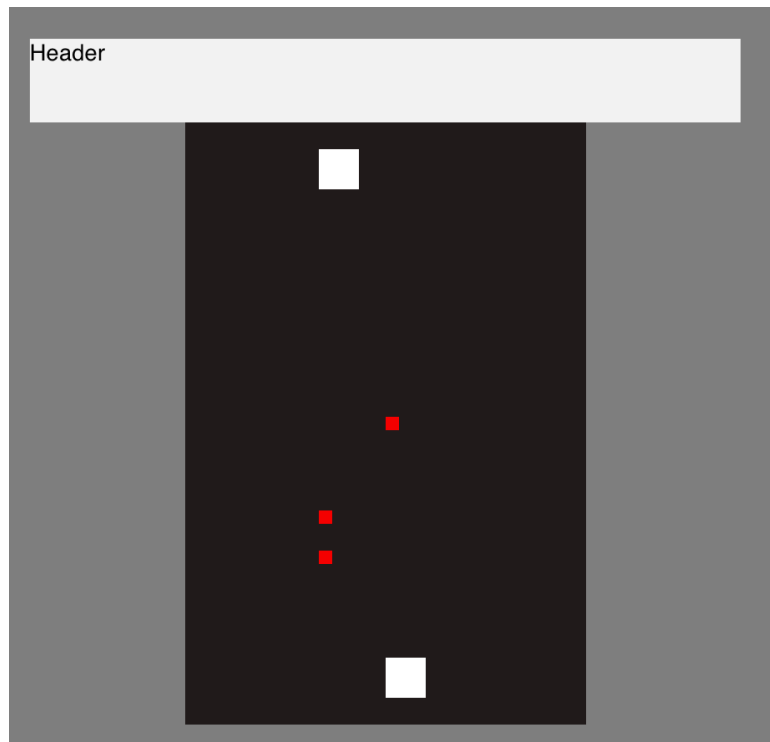
6. Movement is visible in both Players screen

Moving a player changes the player position on both windows



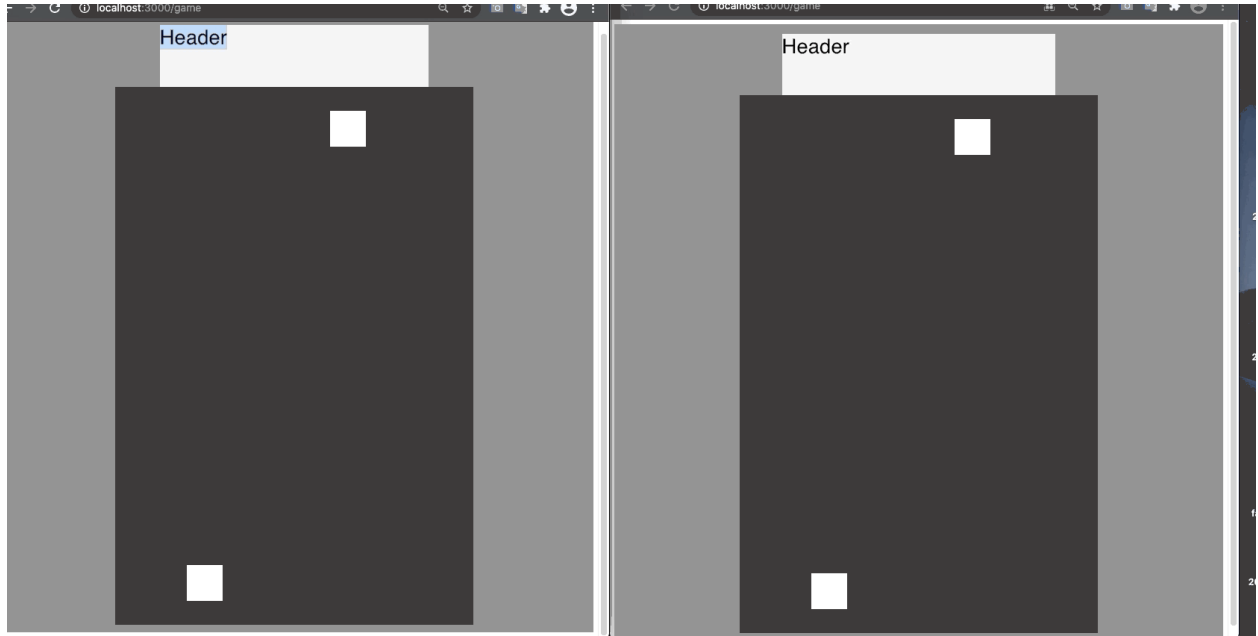
7. Player Fires Bullets

Pressing the space bar lets the user fire bullets towards the enemy



8. Player Bullets are visible on both Screens

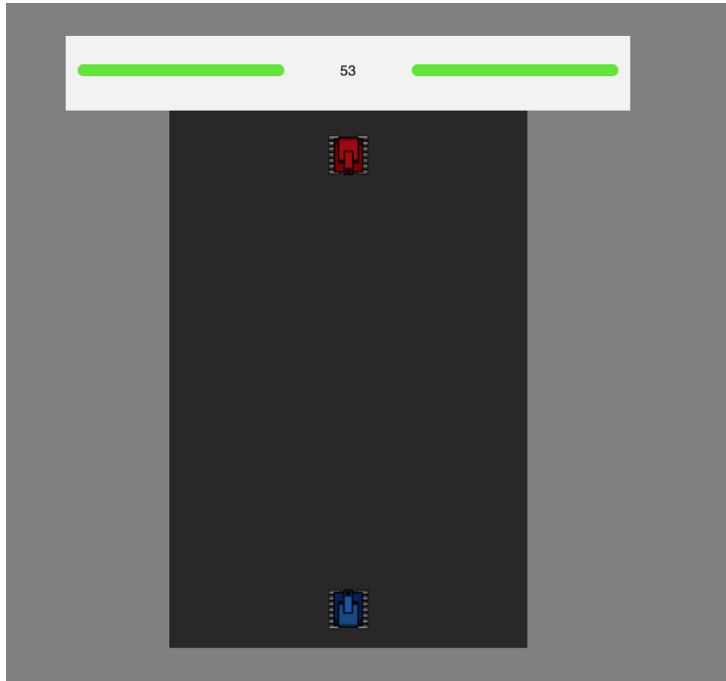
Fired Bullets are visible on both screens



Week 2:

9. New Game Design

The game is better styled. Tanks now are represented by tank pictures. The bullets are well designed and there is a timer with stats bar



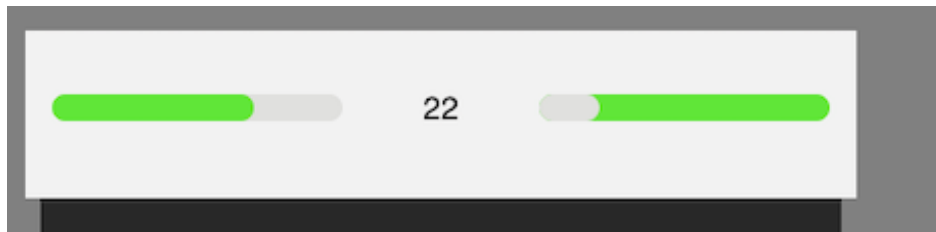
10. Bullet hitting a tank

Hitting a tank shows an explosion animation and reduces health of the tank



11. Timer

Timer displays time and it decreases every second



12. Game Over

The Game over modal is shown when a player wins.

