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Test procedure

Movement

-Press "w" and you should move up

-Press "a" and you should move left

-Press "s" and you should move down

-Press "d" and you should move right

-Character should follow mouse cursor for a the direction to look

-Character should not be able to move through wall, doors or other physical obstacles

Firing

-Pressing left mouse button should fire player shots

-Shots should not go through anything

-Shots should damage or kill enemies

-Pressing the right should fire off a nuke ability if the super amount is at least 10, if not it should do nothing.

-Nuke should damage or kill enemies within its radius

Powerups

-If health is below 3 the health powerup should give you a +1 health

-If health is 3 the health powerup should not disappear or give the player extra health

-The spread powerup should give the player the ability to fire a spread of shots until hit

or dies

-Super powerup should fill the super gauge of the player

-Keys should give the player +1 key

-Keys should open doors and decrease by 1 when opening door

-You should not be able to open doors without keys

Enemies

-Enemies should spawn when you come within a certain range

-Enemies should try to chase the closest player if more than 1 Player is present

-Shooter enemies should try to fire from a distance

-Melee enemies should try to move to your position and attack at close range, but not

move into the player's position.

UI

-Health be should shown in the number candles and should be zero if the player dies

-Keys should be shown in number next to symbol

-Lives should be shown in number next to symbol

-Super should be shown with a gauge likened to half of a clock

Menu

-Menu should be activated with the Esc key

-Menu should pause the game

-Exiting the game should be an option

-Exit should Close the application

Alpha Testers

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