**Test Plan**

| **Test** | **Description** | **Date** | **Expected Result** | **Actual Result** | **Screenshot** | **Pass** |
| --- | --- | --- | --- | --- | --- | --- |
|  | Opening Screen with button to start game and help button to display user instructions. | 02/05/2018 | That the opening screen would have buttons to transition to other screens for example: Start, help and exit. |  |  |  |
|  | **A hero character will be developed that will move around the screen** | 01/05/2018 | That the user would be able to move the hero with the arrow keys | The user was able to move the hero |  |  |
|  | The speed at which the hero character can move can be controlled by the user | 02/05/2018 | That the user would be able to control the speed of the player. | This wasn’t implemendted into the Game in the end so therefore it is not completed |  |  |
| 1. 5 | Items to collect will be dispersed around the world for the hero character to collect | 02/05/2018 | The player should be able to collect item that are dispersed around the world for the hero to collect. | This was successful, and the player can collect the items |  |  |
|  | Areas are to be created around the world that the characters in the world cannot pass through | 04/05/2018 | The player must be blocked or moved of course when encountering an obstruction | The player is pushed away and turned away from the obstruction |  |  |
|  | When the hero character comes across an item to collect, then the score must be increased | 04/05/2018 | The player must me able to collect items and a score must be kept | The player was able to collect the items, but the score was not kept |  | X |
|  | Different types of item can be provided for the hero to collect | 03/05/2018 | The player must be able to collect different types of items | There was 3 different types of items to collect |  |  |
|  | Some of the items that are collected by the hero may also move themselves | 04/05/2018 | The player must be able to collect moving items | This wasn’t implemented in to the game |  | X |
|  | Enemy characters need to be created which will move around the screen in a random nature | 04/05/2018 | The enemy character must be able to move around in a random fashion | The enemy character moves randomly |  |  |
|  | When an enemy character collides with the hero character the hero is killed | 03/05/2018 | The enemy should be able to eat the hero character | The enemy is able to eat the hero |  |  |
|  | You can provide the hero with a set number of lives | 03/05/2018 | The hero must have several lives | This was not implemented in the end |  | X |
|  | The game will end when all the lives have been lost | 02/05/2018 | The game must end after all the lives re finished | This was not implement due to the lives not being implemented |  | X |
|  | A maximum score will also cause the game to end | 04/05/2018 | The winning screen and score should show when the hero has collected all the items and killed all the enemy | The wining screen was created but I could get the wining screen to show when the hero has won the game |  |  |
|  | Can provide a facility (shooting) to kill the enemy characters | 04/05/2018 | The hero character must be able to shoot a projectile at the enemy and it must defeat him. | It was successful, and the enemy disappears when shot |  |  |
|  | Must display the score details at all time during the game | 04/05/2018 | The score must be displayed always | This wasn’t implemented |  |  |