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Summit: Test Plan

Test ID	Test Priority	Test Name	Test Instructions	Expected Output
1	1	Create Lobby	Click on "create lobby" button. Enter a lobby password.	Player is shown new empty lobby screen. If no lobbies are available, display an error message telling the user to try again later.
2	1	Join Lobby	Click on "join lobby" button. Enter a lobby password.	Player is shown lobby screen with other connected players if they entered a correct password. If no lobby is found, display a message alerting the user.
3	1	Start Game	All users click on "start game" button	Game loads successfully on clients machines. Game waits for all players to press "start game" before game may begin.
4	2	View leaderboards	Click on "show leaderboards" button.	A popup displaying the correct time statistics are collected and displayed for top players
5	1	Interact with character	Press the W, A, and D keys, respectively.	The W, A and D keys move character. W - jump, A - left, D - right
6	2	Using Powerups	Move character to location of powerup and click on	Powerups have correct interactions with the players

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			powerup.	speed, visibility and weaponry. This should be effectively communicated with the server.
7	2	Interact with Others	Use mouse cursor to aim and left-click to fire projectile at an opponent.	Players should be able to shoot other players to stun them and this should be broadcasted properly to all clients.
8	3	Customize Character Model	Click on the "customize" button. Choose character model and color. Click ok	Window opens up with the choices available. Image is updated after clicking ok to match the specified options.
9	1	Interact with Platform	Use console to spawn a normal platform. Use the movement keys to jump onto the platform	Player sprite collides with the platform properly with any clipping
10	2	Interact with special platforms	Use console to spawn a special platform. Use the movement keys to jump onto the platform	Sliding, moving, bouncing or sticky platforms should have a proper effect on players.