

# PongX

## Team 12 - Test Plan

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Test ID	Title	Severity	Instructions	Expected Result
01	Launch Application	1	Run the program "PongX".	The graphical display of the main menu screen should load up.
02	Exit Application	1	Select the 'Exit' button.	The display and program should close.
03	Launch Single Player Game	1	Click on 'Start Single-player Game' button.	The game screen should load.
04	Launch Two Player Game	1	Select the 'Start Two-player Game' button.	The game screen should load.
05	Show Instructions	3	Select the 'How to Play' button.	Screen should show the control configuration for one and two player modes.
06	Paddle moves left	2	Use left arrow key and if two player also the 'A' key	Player paddles should have a position left of their previous position.
07	Paddle moves right	2	Use right arrow key and if two player also the 'D' key	Player paddles should have a position right of their previous position.
08	Paddle collides with ball	2	Adjust paddle to intercept the ball	Ball should bounce off the

				paddle
09	Ball trajectory	2	Adjust paddle to intercept the ball (ball coming in at a predetermined trajectory)	Ball should bounce off at the correct angle.
10	PU - Increase paddle size	3	Have an increase paddle size PU in path of the ball so they collide	Paddle of the person who last hit ball should increase in size.
11	PU - Decrease size	3	Have a decrease paddle size PU in path of the ball so they collide	Paddle of last hit should decrease in size.
12	PU - Add a paddle	1	Have the PU in path of ball so they collide	Player who last hit should gain a second paddle
13	PU - Remove a paddle	1	Have the PU in path of ball so they collide	Player who last hit should lose a paddle (min of 1 paddle always)
14	PU - Increase Ball speed	3	Have the PU in path of ball so they collide	Ball movement speed should increase
15	PU - Decrease ball speed	3	Have the PU in path of ball so they collide	Ball movement speed should decrease
16	PU - Increase ball size	3	Have the PU in path of ball so they collide	Ball should increase in size
17	PU - Decrease ball size	3	Have the PU in path of ball so they collide	Ball should decrease in size
18	PU - Increase # of balls	3	Have the PU in path of ball so they collide	Ball count should increase

19	PU - Decrease # of balls	3	Have the PU in path of ball so they collide	Ball count should decrease
20	PU - Make Paddle Invisible	3	Have the PU make the paddle of the user who acquired it invisible	Paddle of user becomes invisible, with a pulsating trail to signify it's location
21	PU - Make Ball Invisible	3	Have the PU make the ball who acquired it invisible	Ball becomes invisible, with a pulsating trail to signify it's location
22	PU - Sticky Paddle	3	Have the PU make the paddle of the user who acquired it be able to stop balls and release them as wanted	Paddle catches balls and can release them when wanted to
23	PU - Ball Inverts Directions	3	Have the PU make the ball invert directions after making contact with a paddle	Ball inverts directions after hitting a paddle
24	PU - Inverted Paddle Movement	3	Have the PU make the paddle of the user who acquired it go in the opposite direction than specified	Paddle goes left when user presses the key to go right, right when user presses the key to go left
25	Score top	2	Have ball cross top side	Bottom player gets a point, ball resets in middle
26	Score bottom	2	Have ball cross bottom side	Top player gets a point, ball resets in middle

27	Open website	1	Enter the URL for which the game will be hosted on	Website should be launched with game
28	Ball collides with side wall	1	Hit ball towards wall	Ball should be hit off wall then reflected back
29	Ball hits back and front wall	1	Ball shot passed opponent's paddle	Game should score a point to the opposite player
30	Ball hits corner	2	Ball hits corner between walls after being hit off wall or paddle	Ball should score point to the opposite player
31	Balls collide into each other	2	Balls are projected towards each other and collide	The balls should bounce off of each other
32	Max number of upgrades 2 per player	2	Receive 2 upgrades	The players can only have a max of 2 upgrades each
33	Newest power up ends oldest if two power ups present	2	Receive an upgrade that replaces the oldest of the 2 present	Newest power up received should replace the oldest one if two are present
34	Upgrade spawn	2	Hit the upgrade to obtain	If the upgrade is hit when spawned the player should receive it
35	Mute/Unmute music	3	Hit the Music button	If the music button is hit it should mute or unmute the music
36	Mute/Unmute SFX	3	Hit the SFX button	If the SFX button is hit is should

				mute or unmute the music
37	High Score Tab	2	Hit the High Score button	Should display all the players best scores in order
38	Pause/Resume game	2	Hit the pause or resume button	Should pause and resume the game if pressed