

Obsidian Ark

Team 27 Test Plan

Yi Dou, Danny Zou, Jordan Stoddard, Devon Lee, James Hawk

Identification and Classification	Test Case 001 - Account creation System: Obsidian Ark Module: Login screen Severity: Critical
Instructions	<ol style="list-style-type: none"> 1. User clicks the signup button on the login screen 2. User enters desired username and password 3. User clicks submit
Expected Result	<ol style="list-style-type: none"> 1. The game displays the signup screen 2. The game checks if the username and password choices are available/valid 3. The game displays an error message if the credentials are invalid 4. The game displays a success message if the credentials are valid 5. The game displays the login screen

Identification and Classification	Test Case 002 - Login System: Obsidian Ark Module: Login screen Severity: Critical
Instructions	<ol style="list-style-type: none"> 1. User inputs their username and password 2. User clicks login
Expected Result	<ol style="list-style-type: none"> 1. The game checks the username and password 2. The game displays an error message if the credentials are invalid 3. The game display the main game menu if the credentials are valid

Identification and Classification	Test Case 003 - Change password System: Obsidian Ark Module: Login screen Severity: Workaround
Instructions	<ol style="list-style-type: none"> 1. User clicks change password 2. User inputs old and new password 3. User clicks submit
Expected Result	<ol style="list-style-type: none"> 1. The game displays the change password screen 2. The game validates the old and new password 3. The game displays an error message if the passwords are invalid 4. The game displays a success message if the passwords are valid 5. The game displays the login screen

Identification and Classification	Test Case 004 - View highscores System: Obsidian Ark Module: Player profile Severity: Workaround
Instructions	<ol style="list-style-type: none"> 1. User clicks highscore in the menu
Expected Result	<ol style="list-style-type: none"> 1. The game displays the past local highscores achieved by the current player

Identification and Classification	Test Case 005 - Map selection System: Obsidian Ark Module: Main menu Severity: Critical
Instructions	<ol style="list-style-type: none"> 1. User clicks the play button 2. User selects the map they want to play on
Expected Result	<ol style="list-style-type: none"> 1. The game displays the map selection screen 2. The game begins a new session on the selected map

Identification and Classification	Test Case 006 - Global highscores System: Obsidian Ark Module: Main menu Severity: Workaround
Instructions	<ol style="list-style-type: none"> 1. User clicks global highscores in the menu
Expected Result	<ol style="list-style-type: none"> 1. The game displays the global highscores achieved by every unique player

Identification and Classification	<p>Test Case 007 - Rewards</p> <p>System: Obsidian Ark</p> <p>Module: Player profile</p> <p>Severity: Important</p>
Instructions	<ol style="list-style-type: none"> 1. User clicks rewards in the main game menu 2. User selects desired rewards
Expected Result	<ol style="list-style-type: none"> 1. The game displays the reward screen 2. The game shows the selected rewards during gameplay(?)

Identification and Classification	<p>Test Case 008 - Selecting starting difficulty</p> <p>System: Obsidian Ark</p> <p>Module: Main menu</p> <p>Severity: Critical</p>
Instructions	<ol style="list-style-type: none"> 1. User switches between difficulties 2. User selects highlighted difficulty
Expected Result	<ol style="list-style-type: none"> 1. The game highlights a different difficulty based on the user's input 2. The game starts when a difficulty is chosen

Identification and Classification	Test Case 009 - Menu navigation System: Obsidian Ark Module: Main menu Severity: Critical
Instructions	<ol style="list-style-type: none"> 1. User successfully logs into the game 2. User clicks various menu options
Expected Result	<ol style="list-style-type: none"> 1. The game displays the main menu 2. The game displays the selected submenus

Identification and Classification	Test Case 010 - Ending session System: Obsidian Ark Module: In-game Severity: Important
Instructions	<ol style="list-style-type: none"> 1. User presses ESC 2. User clicks End Session
Expected Result	<ol style="list-style-type: none"> 1. The game displays the pause menu 2. The game ends the current session 3. The game displays the main menu

Identification and Classification	<p>Test Case 011 - Choose upgrades</p> <p>System: Obsidian Ark</p> <p>Module: Main menu & In-game</p> <p>Severity: Critical</p>
Instructions	<ol style="list-style-type: none"> 1. User selects upgrades in the menu or during the game
Expected Result	<ol style="list-style-type: none"> 1. The game displays the selected upgrades 2. The game shows the upgrades during gameplay

Identification and Classification	<p>Test Case 012 - Control character</p> <p>System: Obsidian Ark</p> <p>Module: In-game</p> <p>Severity: Critical</p>
Instructions	<ol style="list-style-type: none"> 1. User presses the W, A, S, and D keys 2. User moves the mouse in any direction 3. User clicks the left mouse button
Expected Result	<ol style="list-style-type: none"> 1. Character moves north, west, south, and east, respectively. 2. Character's weapon aims in the direction the mouse is facing. 3. Character uses weapon.

Identification and Classification	Test Case 013- Pause game System: Obsidian Ark Module: In-game Severity: Important
Instructions	1. Player presses the ESC key
Expected Result	The game state pauses and a menu with options for (insert whatever options we think should go here are; I was thinking Resume, View Upgrades, Exit Game. I don't think we'll have different video/sound/graphics options)