Black Box Testing

1. Verify that a user is able to start a game, and then have them exit.
2. If the user is on the start screen have them do nothing for a minute and verify without input the game will not switch to another state.
3. Allow the user to click anywhere that isn’t the start or exit button within the pygame window and observe what occurs.
4. The user should start a game and then verify that they are able to jump onto platforms and that platforms are solid.
5. Have the player remain on top of a platform and verify that when the game updates that the user will not fall.
6. Have the player run to the right of the screen and try go past the area currently being displayed.
7. Repeat test 6 but this time mix in jumping to verify that user can’t breach the sides of the screen.
8. Repeat steps 6 and 7 with the left side of the screen.
9. The user should press any key of their keyboard in a systematic order. The game should have only a subset of inputs that lead to a change on the screen.
10. Repeat step 9 but now the user should apply keystrokes as they see fit.

Acceptance Testing for Demo

1. Start a game!
2. Jump to the first platform!
3. Keep jumping around!
4. Get to the top platformer
5. Have fun!
6. Exit whenever you are done.

Acceptance Testing past Demo

1. Start a game!
2. Click the start button.
3. Move around
4. Get to the end of the level, by fighting enemies and platforming