Feature: Movement

How to test: In the test realm, press w to go forward, a to go left, d to go right, s to go backwards, move the mouse to rotate the character on the y axis.

Feature: Attacking

How to test: In the test realm, walk towards one of the skeletons and left click about 10 times, the skeleton should fall over.

Feature: Picking up weapons

How to test: Press 1-5 on the keyboard and nothing should happen. Walk to the right of the initial spawn location in the test realm, there should be various weapons on the ground. Walk close to them one by one and press e. They should despawn individually. Now pressing 1-5 on the keyboard should equip the weapons you just picked up.

Feature: Attacking with staff of pain

How to test: In the test realm, pick up the staff that corresponds to the 5 key (if you don’t know which one this is just pick up both staves). Equip it by pressing the 5 key. Left clicking should now send out a projectile and pressing right click should now generate a skeleton wall. Near the weapons is a skeleton in a boxed environment unable to leave. Fire the projectile at him 5 times. He should fall over after being hit approximately 3 times. Now go over to one of the other skeletons and summon a wall in between you and him. He should have to walk around it now. The wall should despawn in approximately 10 seconds.

Feature: Pathfinding

How to test: In the test realm you spawn next to a basic pathfinding course. Walk into a nearby unboxed skeleton’s line of sight and he should start following you. Once he starts following you lead him through the course. He should be able to walk under the archway, over the ramps and follow you wherever you can go on that course.

Feature: Health and mana bar

How to test: In the upper left of the screen there should be 2 bars in a box. One should be red and the other blue. The red is health and the blue is mana.

Feature: Death and damage

How to test: In the test realm, walk into the line of sight of an unboxed skeleton and he should start following you. Let it get close and it should start attacking you when the sword it uses contacts you the health bar in the upper left should decrease. Once the health bar is empty you should be taken to a death screen and given an option to respawn which should spawn you at the beginning.