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| **Title** | Enemies Journal Test |
| **Test Owner** | Ryan Hayes |
| **Tester Name** | Ryan Hayes |
| **Test Date** | 9/24/19 |
| **Test Steps** | Pass/Fail |
| 1. Open Game | Pass |
| 1. Enemies Journal button is on menu | Fail |
| 1. Enemies Journal displays correctly | Fail |

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| **Title** | In-Game Drops Test |
| **Test Owner** | Ryan Hayes |
| **Tester Name** | Ryan Hayes |
| **Test Date** | 9/24/19 |
| **Test Steps** | Pass/Fail |
| 1. Open Game | Pass |
| 1. Select Survival | Pass |
| 1. Items randomly spawn while playing | Fail |
| 1. Items are able to be picked up | Fail |

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| **Title** | Enemy Spawns Test |
| **Test Owner** | Henry Staunton |
| **Tester Name** | Henry Staunton |
| **Test Date** | 9/24/19 |
| **Test Steps** | Pass/Fail |
| 1. Open Game | Pass |
| 2. Select Waves/Survival | Pass |
| 3. Enemies never spawn outside the game’s boundaries | Fail |
| 4. Enemies never spawn on top of the player | Fail |

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| **Title** | Combat System Test |
| **Test Owner** | Henry Staunton |
| **Tester Name** | Henry Staunton |
| **Test Date** | 9/24/19 |
| **Test Steps** | Pass/Fail |
| 1. Open Game | Pass |
| 2. Select any game mode | Pass |
| 3. The player can fight back against enemies | Fail |