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| **Title** | Menu and UI Test | |
| **Owner of Test** | Will Varsalona | |
| **Name of tester** | Will Varsalona | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass/Fail** |
| 1. Try all the menu buttons to see if they work | All the buttons should work properly and bring you to the expected game/menu | Fail |
| 2. Navigate through the game and the menus. Is it easy and clear to understand what the player is doing | Player can easily move throughout the game without confusion | Fail |
| 3. Load up a game, are the rules and objective clear to the player just by looking at the screen | Player can jump in and know what to do with minimal to no knowledge of the game | Fail |

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| **Title** | Double Upgrade Test | |
| **Owner of Test** | Will Varsalona | |
| **Name of tester** | Will Varsalona | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass/Fail** |
| 1. Player upgrades | Player can select the upgrade of their choice | Pass |
| 2. Player tries to upgrade the same thing | Player can choose an upgrade they already have | Fail |
| 3. Player can successfully stack upgrades | player can play with stacked upgrades | Fail |

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| **Title** | Enemies Journal Test | |
| **Test Owner** | Ryan Hayes | |
| **Tester Name** | Ryan Hayes | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass/Fail** |
| 1. Open Game | Game successfully opens | Pass |
| 1. Select Enemies Journal button on menu | Enemies Journal screen opens and 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** | **Expected Result** | **Pass/Fail** |
| 1. Open Game | Game successfully opens | Pass |
| 1. Select Survival | Survival gamemode starts | Pass |
| 1. Play Survival | Items randomly drop | Fail |
| 1. Pick up an item | Item is 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** | **Expected Result** | **Pass/Fail** |
| 1. Open Game | Game successfully opens | Pass |
| 1. Select Waves or Survival | Selected gamemode successfully begins | Pass |
| 1. Enemies outside game boundaries | Enemies should never spawn outside the game’s boundaries | Fail |
| 1. Enemies spawning on top of player | Enemies should 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** | **Expected Result** | Pass/Fail |
| 1. Open Game | Game opens successfully | Pass |
| 1. Select any game mode | Selected gamemode opens successfully | Pass |
| 1. Combat system | The player can fight back against enemies | Fail |

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| **Title** | Fix Controls Test | |
| **Owner of Test** | Neel Bains | |
| **Tester name** | Neel Bains | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass / Fail** |
| 1. Holding down WASD in normal play | The character would move normally | Pass |
| 2. Holding down WASD while selecting game mode | The character will move when the game starts and stop moving when you let go | Pass |
| 3. Holding down WASD while losing the game then selecting to replay | The character will move when the game starts and stop moving when you let go | Fail |

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| **Title** | Addition of Timer Test | |
| **Owner of Test** | Neel Bains | |
| **Tester name** | Neel Bains | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass / Fail** |
| 1. Timer Displays in game | There is a timer and the timer counts down properly | Fail |
| 2. Once the timer ends you proceed to the next level and you have another timer start | When the timer ends the level will end and you will proceed to the next level. And the process will repeat | Fail |

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| **Title** | Difficulty Scaling Test | |
| **Owner of Test** | Rishi Parikh | |
| **Tester name** | Rishi Parikh | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass / Fail** |
| **1.** Open “Waves” game mode | The “Waves” game mode opens and the game starts normally | Pass |
| **2.** First 5 levels of the game exhibit an easy mode of gameplay. | The enemies should be easy enough for the player, i.e. not too fast and not too numerous | Fail |
| **3.** The game scales in difficulty as the game goes on. | As the game goes on, the enemies and bosses should get more difficult, in either number or speed. | Fail |

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| **Title** | Repeated Encounters Test | |
| **Owner of Test** | Rishi Parikh | |
| **Tester name** | Rishi Parikh | |
| **Test Date** | 9/24/19 | |
| **Test Steps** | **Expected Result** | **Pass / Fail** |
| **1.** Open “Waves” game mode | The “Waves” game mode opens and the game starts as usual | Pass |
| **2.** Encounter Enemy | The player encounters the first enemy and defeats the enemy as normal | Pass |
| **3.** Encounter a different enemy on the next level | The player encounters a different enemy | Fail |