

Project: Box_Box Test

Test #	Scenario	Steps	Expected result	Result
01	Opening the pause menu.	1: Press the escape button.	The game will be paused and pause menu will appear.	PASSED
02	Closing the pause menu (via keyboard).	1: Press the escape button while the pause menu is active.	The pause menu will disappear and the game will be unpaused.	PASSED
03	Closing the pause menu (via button).	1: Press the escape button. 2: Click the "Unpause button".	The pause menu will disappear and the game will be unpaused.	PASSED
04	Opening the settings menu (via button).	1: Press the escape button to bring up the pause menu. 2: Click the "Settings button".	The settings menu will appear.	PASSED
05	Closing the settings menu (via keyboard or via button).	1: Press the escape button to bring up the pause menu. 2: Click the "Settings button". 3: Press the escape button or the "X" button to close the settings menu.	The settings menu will be closed and will go back to the pause menu.	PASSED

06	Closing Settings and Pause menu (via keyboard).	<p>1: Press the escape button to bring up the pause menu.</p> <p>2: Click the "Settings button".</p> <p>3: Press the escape button to close the settings menu.</p> <p>4. Press the escape button again to close the pause menu.</p>	Settings menu will be closed first then after the player presses the escape button again, the pause menu will close.	PASSED
07	Adjusting the volume (via slider).	<p>1: Press the escape button to bring up the pause menu.</p> <p>2: Click the "Settings button".</p> <p>3. Adjust the volume by moving the slider left to right.</p>	The volume will change.	PASSED
08	Adjusting the volume (via buttons).	<p>1: Press the escape button to bring up the pause menu.</p> <p>2: Click the "Settings button".</p> <p>3. Adjust the volume by clicking the "Left arrow" or the "right arrow".</p>	The volume will change.	PASSED

09	Mute and Unmute.	<p>1: Press the escape button to bring up the pause menu.</p> <p>2: Click the "Settings button".</p> <p>3. Click the "Speaker Icon" to mute or unmute.</p>	The game must unmute or mute.	PASSED
10	Player jump when grounded.	1: Press the "Up Arrow key" to jump.	The player will do a jump.	PASSED
11	Player quick jump.	1: Quickly press the "Up Arrow key" then release immediately to perform a quick jump.	The player will do a quick jump.	PASSED
12	Player High Jump.	1: Press and hold the "Up Arrow key" to perform a higher jump.	The player will do a higher jump	PASSED
13	Player jump (coyote time).	1: Press the "Up Arrow key" after leaving the ground	The player will still be able to jump after leaving the ground for less than a second.	PASSED
14	Player's temperature mechanic (increase).	1: Stay grounded.	The player's temperature increases when grounded and moving.	PASSED
15	Player's temperature mechanic (decrease).	1: Press the "Up Arrow key" to jump.	The player's temperature decreases when not grounded and not moving.	PASSED

16	Obstacles	1: collide with obstacles such as spikes.	The player's temperature will increase when collided with the obstacles.	PASSED
17	Fan pads (horizontal and vertical)	1: collide with the fan pads	The player's will be thrown based on which fan pads collided with	PASSED