**“So Long And Thanks ”- Test Plan**

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**Blog Link:**

http://cormacchisholm.tumblr.com/

**List of scripts:**

**Asteroids.cs**

**Menu.cs**

**PlayerControl.cs**

**PowerUpSpawner.cs**

**Score.cs**

**Spawner.cs**

**Introduction:**

This is the test plan for “So Long and Thanks”, a 2D game built in Unity. The game objective is to keep your pod of Dolphins alive by dodging asteroids and multiplying your score further with the acquisition of power-ups. Once the Dolphin in the center collides with an asteroid its game over, but if outer Dolphins in the pod die your multiplier drops by 2. The focus of testing will be ensuring that all game actions will have the desired mechanical effects.

**Outer Dolphin Collision w/ Asteroid:**

Expected result = Dolphin Object gets destroyed and Dead Dolphin Sprite instantiated at Object position, Play Death audio clip.

**Central Dolphin Collision w/Asteroid:**

Expected result =Has the same result as Outer Dolphin Collision w/ Asteroid but, Dolphin game stops and game over menu appears.

**Dolphin pod Collision w/Power-up:**

Expected result = Score at that moment multiplies by x2( Beach Ball) or x4 (Puffer fish), Destroys power-up object, plays audio-clip “pick-up”.

**Death:**

Expected result = Menu displays score and High-score and asks to play again or go to menu.

**Can Player go off screen:**

Expected result = collides with boundary.

**Score Incrementation:**

Expected result = Score Increments at a faster rate when more dolphins are alive, multiplied at point of collection of power-up, Stops when Central Dolphin Dies.

**Using Menu Buttons:**

Clicking “Play again” should start game again and “Main Menu” should bring the player to the main menu