**SpaceJumper Test Plan**

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**Blog Link:**

https://sharto66.wordpress.com/

**List of scripts:**

**actorScript.cs**

**Asteroid.cs**

**bulletScript.cs**

**MenuGUI.cs**

**NewBehaviourScript.cs** – Contains two small blocks of code taken from Unity forum to help make the camera smoothly transition from point to point and to rotate an object in a given direction.

**ShipSpawn.cs**

**Introduction:**

This test plan is for the testing of the SpaceJumper game on the Unity platform. The game objective is to launch an astronaut from a stationary ship to a moving ship, while shooting asteroids out of the way. If the astronaut goes off screen or collides with an asteroid, its game over. If the ship is hit by a bullet or an asteroid, it’s game over. The main focus of testing will be ensuring that these collisions all work as intended.

**Launch astronaut at ship:**

Expected result = ship stops moving, camera moves, asteroids and next ship spawn

**Launch astronaut off-screen:**

Expected result = game over, game stops and menu appears

**Launch astronaut at asteroid:**

Expected result = game over, game stops and menu appears

**Shoot laser at asteroid:**

Expected result = asteroid gets knocked away

**Shoot laser at ship:**

Expected result = game over, game stops and menu appears

**Ship collides with asteroid:**

Expected result = game over, game stops and menu appears

**Using Menu Buttons:**

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