**[Escape from Celestria] Test Plan**

Keyboard Control:

* Left directional key(or key\_A) -> move character left
* Right directional key(or key\_D) -> move character right
* R -> restart game
* B -> save game
* N -> load game
* ESC -> quit game

Basic tests:

**Character:** Josh(playable character), Zombie(Non-playable character)

**Assets:** Josh, food (hotdog), zombie, platforms

* **Gravity:** Walk the character out of the upper platform, then the character should fall off the platform and land on the lower platform.
* **Save and load game**: Press ‘B’ to save the game, press ‘N’ to load the game. Josh and Zombie will be restored to the previous saved positions.
* **Simple collision detection & resolution:** When Josh encounters a zombie, he will gradually turn red and the game will restart. There is food on the ground, and Josh can eat it by touching it.
* **Key-frame/state interpolation:** Josh gradually turns red when he dies. Implemented using linear interpolation.
* **Random/coded action:** The zombie moves back and forth within a certain range.
* **Well-defined game-space boundaries:** Josh and Zombies won’t walk out of boundaries
* **Textured geometry test:** Sprites overlapping do not cause issues
* Test by using arrow keys to move player character towards hotdog or zombie