TEST#: name		
#	STEP	EXPECTED RESULT

TEST01: forward		
#	STEP	EXPECTED RESULT
1	Press the key assigned to moving forward (Default: "W").	Player moves in viewing direction.
2	Release the key.	Player stops moving.

TEST02: backwards		
#	STEP	EXPECTED RESULT
1	Press the key assigned to moving backwards (Default: "S").	Player moves opposite to the viewing direction.
2	Release the key.	Player stops moving.

TEST03: sideways		
#	STEP	EXPECTED RESULT
1	Press the key assigned to moving left (Default: "A").	Player moves to the left of the viewing direction.
2	Release the key	Player stops moving.
3	Press the key assigned to moving right (Default: "D").	Player moves to the right of the viewing direction.
4	Release the key.	Player stops moving.

TEST04: jump		
#	STEP	EXPECTED RESULT

1	Press the jump key (Default: "SPACE").	Player is launched upwards and falls back down after a short time.
2	Press the jump key in mid-air.	Nothing happens.
3	Press again after landing.	Jumping should be re-enabled.

TEST05: time-scrolling		
#	STEP	EXPECTED RESULT
1	Look at an object	Nothing happens
2	Scroll the mouse wheel.	A beam appears between the gun and the object, the object changes its appearance.
3	Look somewhere else while the beam is still active (within 1 second of scrolling).	The beam adapts its position and length to stay focused on the object.
4	Wait 1 second	The beam should disappear

TEST06: non-time-scrollable		
#	STEP	EXPECTED RESULT
1	Scroll the mouse wheel while looking at something non-time-scrollable.	Nothing happens.

TEST07: look-at-trigger		
#	STEP	EXPECTED RESULT
1	Look at an object that can be interacted with.	A small GUI with some information appears.
2	Look away.	The GUI disappears.

TEST08: open_door		
#	STEP	EXPECTED RESULT
1	Look at the door.	A GUI indicating the use-key appears (ref. TEST07).
2	Press the use-key (Default: "E").	The door opens.

TEST09: pause		
#	STEP	EXPECTED RESULT
1	Press the pause-key (Default: "Esc") while in the game.	The pause UI pops up. The player can't walk around anymore. At least 2 buttons are visible: Resume and Exit

TEST10: unpause_keyboard		
#	STEP	EXPECTED RESULT
1	Press the pause-key while in the pause room.	The pause UI disappears. The player can walk around again.

TEST11: unpause_button		
#	STEP	EXPECTED RESULT
1	Look at the 'Resume'-button in the pause room.	The button's color changes
2	Press on the button using the left mouse button.	The pause UI disappears. The player can walk around again.

TEST12: exit		
#	STEP	EXPECTED RESULT

1	Look at the 'Exit'-button in the pause room.	The button's color changes
2	Press the key.	The game is closed.

TEST13: change_settings		
#	STEP	EXPECTED RESULT
1	Look at the field of the key-binding you want to change in the pause room.	A GUI indicating the use-key appears (ref. TEST07).
2	Press the key.	The game freezes.
3	Press the key you want to bind to the action.	The game un-freezes.
4	Perform the action you just set to a new key.	The action works as before.

TEST14: sprint_and_walk		
#	STEP	EXPECTED RESULT
1	Press any of the keys assigned to walking (ref. TEST01, TEST02, TEST03)	Player moves
2	Press the key assigned to sprinting (Default: "Shift").	Player moves faster, in the same direction as before
3	Release the key assigned to sprinting.	Player slows down and is moving with the same speed as before

TEST15: sprint_and_stop		
#	STEP	EXPECTED RESULT
1	Press any of the keys assigned to walking (ref. TEST01, TEST02, TEST03)	Player moves
2	Press the key assigned to sprinting (Default: "Shift").	Player moves faster, in the same direction as before

3	Release the key assigned to walking .	Player stops moving

TEST16: jump_bouncing		
#	STEP	EXPECTED RESULT
1	Hold the jump key (Default: "SPACE")	Player is launched upwards and falls back down after a short time.
2	Keep holding the jump key.	After touching the ground, the player is launched upwards and falls back down after a short time. This will be repeated until the user stops pressing the jump key.
3	Release the jump key	After touching the ground, the player will stop moving.

TEST17: lvl_1_loading_door		
#	STEP	EXPECTED RESULT
1	Look at the door	A GUI indicating the use-key appears (ref. TEST07).
2	Press the use-key (Default: "E")	A loading wheel appears
3	Press the use-key again	Nothing happens
4	Scroll forward while looking at the door (ref. TEST05).	The door turns into a normal one which can be opened (ref. TEST08)

TEST18: main_menu_on_start		
#	STEP	EXPECTED RESULT
1	Start the game.	The main menu UI pops

		up. The player can't walk around. At least 2 buttons are visible: Start and Exit

TEST19: main_menu_start_button		
#	STEP	EXPECTED RESULT
1	Start the game.	ref. TEST18
2	Look at the start button	The color of the start button changes
3	Click on the start button using the left mouse button	The game starts. The player can walk around. The main menu disappears.

TEST20: main_menu_exit_button		
#	STEP	EXPECTED RESULT
1	Start the game.	ref. TEST18
2	Look at the exit button	The color of the exit button changes
3	Click on the exit button using the left mouse button	The game window closes

TEST21: time_scrolling_transitions		
#	STEP	EXPECTED RESULT
1	Look at an object	Nothing happens
2	Scroll the mouse wheel.	The current object fades out. The other object fades in. (Effects!)
3	Wait 1 second.	The current object is fully faded out and the other one is visible.

TEST22: pick_up_gun		
#	STEP	EXPECTED RESULT
1	Start the game	Player doesn't hold a gun
2	Go to the pillar with a floating gun and look at it	A small GUI with some information appears (ref TEST07)
3	Press the use-key (Default: "E")	The gun from the pillar disappears and the player holds a gun

TEST23: death		
#	STEP	EXPECTED RESULT
1	Die	The player should get teleported back to his last savepoint.

TEST24: death_by_falling		
#	STEP	EXPECTED RESULT
1	Go to a cliff and jump down	The player should fall down
2	Wait	The player should keep falling and after a while, he should die. (ref TEST23)

TEST25: lose_health		
#	STEP	EXPECTED RESULT
1	Lose health	The red bar in the top left corner should get shorter.

2	Lose health until the bar is gone	The player should die (ref TEST23)

TEST26: lose_health_fire		
#	STEP	EXPECTED RESULT
1	Step into fire	The player should get pushed back and lose some health. (ref TEST25)

TEST27: level_loading		
#	STEP	EXPECTED RESULT
1	Start the game	The first level should be loaded and visible. The other levels should not be visible yet.
2	Walk close to the exit of the first level	The next level should appear within 10 seconds. The sky light should not change.