|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Smoke Test | | | | | | |
| ID | Scenario | Description | Steps | Expected results | Actual results | Status |
| 1 | Player movement | Player moves left, right and jumps | 1. Start application 2. Move left and right using “A” and “D” and jump using “Space Bar”, | Player character moves accordingly with key press | As expected, | Pass |
| 2 | Player death | Player dies when colliding with enemy or spikes | 1. Start application 2. Move the player character 3. Collide player character with enemy character 4. Collide player character with spikes | Player character dies and respawns at start position | As expected, | Pass |
| 3 | Coins Collected | Coins disappear when player collides with them | 1. Start application 2. Move player character 3. Collide player character with coin 4. Check if coin has been deleted visibly and in debug mode | Coin disappears when player collides with the coin | As expected, | Pass |
| 4 | Coins update in HUD | When coin is collected it ads +1 to the HUD element | 1. Start application 2. Check the coin text to see how many coins player has 3. Move the player character into the coin so it collides 4. Check if the HUD element updates and ads +1 coin | Coin text goes up by 1 when coin is collected | As expected, | Pass |
| 5 | Lives update in HUD | When player dies lives count in HUD element goes down by 1 | 1. Start the application 2. Check the lives text to see how many lives player has 3. Move the character into either an enemy or spikes to create collision 4. Check if the lives counter at the bottom goes down by -1 | Lives text goes down by 1 when player dies/ collides with enemy or spikes | As expected, | Pass |
| 6 | Player Win state | Player can win the game | 1. Start the application 2. Move the player and collect all the coins without losing all lives | Once player collects all coins the application closes | As expected, | Pass |
| 7 | Player Lose state | Player can lose the game | 1. Start the application 2. Move the player and die/ collide with enemies or spikes to lose lives | Once player loses all lives the application closes | As expected, | Pass |
| 8 | Player teleports to other side of the screen when moves of the edge | Player can move off the edge and appear on other side | 1. Start the application 2. Move the player character to the side 3. Walk of the screen with the character 4. Check if the character appears on other side | Player character appears on same level but on other side of the window | As expected, | Pass |