Test Plan - Beta Release

**Program Title:** Kitty in the City

**Tester:** Tracy Karol

**Date of Plan (test cases designed):** 4/9/2018

**Program Description:** The game now has sound effects to enhance gameplay and game mechanics have been improved.

**Test Description:** This testing round will be focused on the newly added sound effects and fixes for various bugs that were found during the Alpha Release Test Plan.

ID:

1 - Sound effect tests

2 - Cat mechanics tests

3 - Enemy mechanics tests

4 - Other

**Comments:**

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| Test Case ID | Test Case | Expected Result | Actual Result | Pass/Fail | Comments |
| 1-1 | Main menu music | Main Menu screen plays music | Music played | pass |  |
| 1-2 | Level Select music | Level Select screen plays music | Music played | pass |  |
| 1-3 | Select New Game from Menu and transition through all levels | Every Level plays music  (not including cut scenes) | Every level plays music | pass |  |
| 1-4 | Level Start noise | Cat makes meow noise | Cat meowed at beginning of level | pass |  |
| 1-5 | Cat hit noise | Cat makes angered meow noise when hit | Cat made angered meow noise when hit | pass |  |
| 1-6 | Cat jump noise | Jump noise plays while jumping | Jump noise played | pass |  |
| 1-7 | Cat stuns enemy | Long hiss noise plays | Long hiss noise played | pass |  |
| 1-8 | Cat scratch attacks | Short hiss noise plays | Short hiss noise played | pass |  |
| 2-1 | Stamina bar reload | Reload speed is at a good pace | Reload speed is slower and is appropriate | pass |  |
| 2-2 | Food collected with full stamina bar | Stamina bar does not increase | Collecting food does not overflow stamina bar | pass |  |
| 2-3 | Number of lives | Stays consistent between levels and on save | Lives stayed consistent between the levels | pass |  |
| 3-1 | Chase level start | Enemy starts running after a pause rather than right away | Enemy paused before running | pass |  |
| 3-2 | Animal Control pathing | Animal Control slows down for apartment building climb | AC slowed down during climb | pass |  |
| 3-3 | Enemy animation on pause | When game is paused, enemy animations stop | The enemy animations paused when game was paused | pass |  |
| 3-4 | Stunned enemies damage | Enemies don’t hurt cat when stunned | Enemy didn’t hurt cat when it was stunned | pass |  |
| 3-5 | Stunned enemy timer | Enemies will be stunned and won’t animate for 3 seconds when hissed at | The enemies were stunned for three seconds and animations stopped while stunned | pass |  |
| 3-6 | Water stunned | Water in City Level will not be transparent if stun attack is done (water can’t be stunned) or destroyed when scratch attack is done | Water could not be stunned or attacked | pass |  |
| 3-7 | Toxic fish pathing | When game is continued after pause, fish continue on correct path | Toxic fish traveled in expected path when game was resumed | pass |  |
| 3-8 | Animal Control climb | There is a ladder in background that the enemy climbs | Ladder was added to the apartment climb | pass |  |
| 4-1 | Locked levels | Levels that haven’t been played yet are grayed out and can’t be selected | Levels that weren’t played were grayed out and not able to selected | pass |  |
| 4-2 | Locked Levels for Saved Games | When there is an existing saved game, all levels that have been completed prior are unlocked | Levels that were completed in the saved game were unlocked | pass |  |
| 4-3 | Checkpoints | Once past the checkpoint in level three or four, the cat will be returned to the checkpoint after dying rather than start of level | Cat returned to checkpoint when it died | pass |  |

**Overall pass/fail:pass**