Test Document - Mario Unity Game

Note: Most Buttons mentioned in test functions have ambiguous names since each control method varies. Button names are according to Unity controller mapping.

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# Player

## Jump Function (Private bool Player.isJumping)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game Starts in First Level. Player.isJumping is false |  |
| 3 | Press ‘Jump’ Button | Player Jumps into the air. Player.isJumping is true |  |

## Long Jumping (Private bool Player.isJumping and Private bool Player.isLongJumping)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game Starts in First Level. Player.isJumping is false |  |
| 3 | Player holds down movement buttons | Player accelerates according to the direction of movement. |  |
| 4 | Player holds down ‘Fire3’ button, while still moving | Nothing should happen for now. |  |
| 5 | Player presses the ‘Jump’ button, while moving and holding ‘Fire3’ | The player will perform a long jump and jolt forward. Player.isJumping is true, Player.isLongJumping is also true. |  |

## Ground Check (Private bool Player.grounded)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game starts in First Level. Player.grounded is true |  |
| 3 | Press ‘Jump’ Button | The player should jump in the air. While in the air, Player.grounded is false |  |
| 4 | Wait for player to land | When the player lands on the ground, Player.grounded is set back to true |  |

## Coins Count (Public int Player.coins)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game starts in First Level. Player.grounded is true |  |
| 3 | Player holds down movement buttons | Player accelerates according to the direction of movement. |  |
| 4 | Player finds a coin in the environment (There are some close to the spawn point) | When the player touches a coin, it will disappear and Player.coins (displayed in HUD) will increment. |  |

## Red Coins Count (Public int Player.redCoins and Public int Player.coins)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game starts in First Level. Player.grounded is true |  |
| 3 | Player holds down movement buttons | Player accelerates according to the direction of movement. |  |
| 4 | Player finds a red coin in the environment | When the player touches a red coin, it will disappear and Player.coins (displayed in HUD) will increment twice. Player.redCoins (Also displayed in HUD) will increment by one. |  |

# Player Input

Note: Input variables can only be tested using the Unity editor, and not a compiled build of the game.

## Horizontal Input (Public float Player.horizontalInput)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game starts in first level |  |
| 3 | In the Unity Editor, open the inspector for the Player gameObject | Inspector opens showing public variable values, including horizontalInput and verticalInput |  |
| 4 | On a controller, push the left analog stick all the way East.  On keyboard, press ‘D’ | Player.horizontalInput is set to 1.0 |  |
| 5 | On a controller, push the left analog stick all the way West.  On keyboard, press ‘A’ | Player.horizontalInput is set to -1.0 |  |

## Vertical Input (Public float Player.verticalInput)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Test steps | Expected results | Pass/Fail |
| 1 | Start Game | Title Screen |  |
| 2 | Press Play | Game starts in first level |  |
| 3 | In the Unity Editor, open the inspector for the Player gameObject | Inspector opens showing public variable values, including horizontalInput and verticalInput |  |
| 4 | On a controller, push the left analog stick all the way North.  On keyboard, press ‘W’ | Player.verticalInput is set to 1.0 |  |
| 5 | On a controller, push the left analog stick all the way South.  On keyboard, press ‘S’ | Player.verticalInput is set to -1.0 |  |

Add more here, mate.