### **M4 Test Plan**

NOTE: No new components were added to this milestone. We focused on tweaking and fine-tuning existing systems and added some visual and audio feedback.

NOTE: We have been using an external library for JSON, this should suffice for the External Integration extra feature.

**General Gameplay**

* We’ve developed a bunch of new levels and re-ordered some existing levels. Nothing new in terms of components were added.
* Please play through them and let us know what you think, thank you Peyton!

**SFX**

* Go to any level that contains the **lever** mechanic (24-25)
* When playing through the level, when the turtle pushes the lever a SFX should play indicating the lever was pushed

**VFX**

* Go to any level that contains the **portal** mechanic (17-19)
* When playing through the level, the portal should have a sparkler-like particle effect indicating the enter / exit direction of a given portal
  + For example:
  + If a portal has the effect on the **left** side of a portal face, then light rays can only enter and exit from that direction

**Settings**

* Open up settings menu from main menu by clicking on button
* Click on the slider to set the volume. Click on the music volume slider’s left, audio should disappear. Click on the music volume slider’s right, audio should reappear.
* Click on the sfx volume slider’s left, then click the back button. No audio should play. Go back to settings, click on the right side of the sfx slider, then click the back button. Audio should play again.
* Back to settings, click on Hard Mode toggle to enable it. Then go to any level. Snapping of mirrors should be off, as this is what our Hard Mode is. Pause, return to main menu, back to settings, click on Hard Mode toggle to disable it. Go back to any level, behaviour should go back to snapping.