**Test Plan**

| **Game Action to be Tested** | **Test Method** | **Expected Outcome.** |
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| Mesh-Mesh Collision(Worked for Non-convex) | Have blendy run into minions (bounding boxes overlap).  Shoot bullet towards minions and Blendy | Blendy takes damage by colliding with bullets from minions. Minions take damage by colliding with bullets from Blendy. |
| Help Screen display | Press “H” key to toggle help screen | Help screen should be displayed and removed after the “H” key is pressed again. |
| Game AI | Check if there are 3 different types of minions, with different behaviors for each | Red minions should shoot bullets towards blendy and move away from blendy from a certain range.  Green minions move around the map and when they hit a wall, they bounce off and go in a different direction.  Normal minions have no special effects besides chasing the player. |
| Blendy moves UP | Move up using the W key. | Blendy should face up (towards the back wall) and jump upwards. |
| Blendy moves DOWN | Move down using the S key. | Blendy should face down (towards the player) and jump downwards. |
| Blendy moves RIGHT | Move right using the D key. | Blendy should face right and jump right. |
| Blendy moves LEFT | Move left using the A key. | Blendy should face left and jump left. |
| Score counter | Kill minions using blendy’s bullets by using the mouse to aim. | The score should increase with every minion killed, displayed at the top left of the screen |
| Health bar | Take damage from by colliding with an enemy minion or with an enemy minion’s bullet | Health bar should be rendered at the top left of the screen and should decrease when Blendy takes damage. |
| FPS counter | Press “F” key to toggle on/off the FPS counter | FPS should be displayed at the bottom left of the screen and keep track of the FPS. |