

					Success
			Testing Key:		Failure due to unimplementation
			RT: Results from retesting		Outright Failure
Test ID	Description	Expected	Actual	? RT	Notes
Movement					
SM1	Press W on unobstructed ground	Character moves up	Character moves up		
SM2		Character changes to up walking sprite	Character changes to up walking sprite		
SM3	Press W in unobstructed water	Character moves up	Character moves up		
SM4		Character changes to up swimming sprite	Character changes to up swimming sprite		
SM5	Press A on unobstructed ground	Character moves left	Character moves left		
SM6		Character changes to left walking sprite	Character changes to left walking sprite		
SM7	Press A in unobstructed water	Character moves left	Character moves left		
SM8		Character changes to left swimming sprite	Character changes to left swimming sprite		
SM9	Press S on unobstructed ground	Character moves down	Character moves down		
SM10		Character changes to down walking sprite	Character changes to down walking sprite		
SM11	Press S in unobstructed water	Character moves down	Character moves down		
SM12		Character changes to down swimming sprite	Character changes to down swimming sprite		
SM13	Press D on unobstructed ground	Character moves right	Character moves right		
SM14		Character changes to right walking sprite	Character changes to right walking sprite		
SM15	Press D in unobstructed water	Character moves right	Character moves right		
SM16		Character changes to right swimming sprite	Character changes to right swimming sprite		
SM17	Walk unobstructed from ground to water	Character speeds up	Character speeds up		
SM18		Character changes to swimming sprite	Character changes to swimming sprite		
SM19	Walk unobstructed from water to ground	Character slows down	Character slows down		
SM20		Character changes to walking sprite	Character changes to walking sprite		
SM21	Press space above water	Character changes to flying sprite	Character changes to flying sprite		
SM22	Wait 5 seconds	Character stays at same speed for period after	Character stays at same speed for period after		
SM23	Press space above ground	Character changes to flying sprite	Character changes to flying sprite		
SM24	Wait 5 seconds	Character stays at same speed for period after	Character stays at same speed for period after		
SM25	Press space then W	Character moves up quickly	Character moves up quickly		
SM26		Character changes to up flying sprite	Character changes to up flying sprite		
SM27	Wait 5 seconds above ground	Character changes to up walking sprite	Character changes to up walking sprite		
SM28	Wait 5 seconds above water	Character changes to up swimming sprite	Character changes to up swimming sprite		
SM29	Press space then A	Character moves left quickly	Character moves left quickly		
SM30		Character changes to left flying sprite	Character changes to left flying sprite		
SM31	Wait 5 seconds above ground	Character changes to left walking sprite	Character changes to left walking sprite		
SM32	Wait 5 seconds above water	Character changes to left swimming sprite	Character changes to left swimming sprite		
SM33	Press space then S	Character moves down quickly	Character moves down quickly		
SM34		Character changes to down flying sprite	Character changes to down flying sprite		
SM35	Wait 5 seconds above ground	Character changes to down walking sprite	Character changes to down walking sprite		

SM36	Wait 5 seconds above water	Character changes to down swimming sprite	Character changes to down swimming sprite			
SM37	Press space then D	Character moves right quickly	Character moves right quickly			
SM38		Character changes to right flying sprite	Character changes to right flying sprite			
SM39	Wait 5 seconds above ground	Character changes to down walking sprite	Character changes to down walking sprite			
SM40	Wait 5 seconds above water	Character changes to down swimming sprite	Character changes to down swimming sprite			
Collision						
	Walk into a blocking obstacle:					
SC1	By moving up	Character stops moving	Character stops moving			
SC2	By moving left	Character stops moving	Character stops moving			
SC3	By moving down	Character stops moving	Character stops moving			
SC4	By moving right	Character stops moving	Character stops moving			
	Fly into a bush (specific blocking obstacle):					
SC5	By moving up	Character continues up	Character continues up			
SC6	By moving left	Character continues left	Character continues left			
SC7	By moving down	Character continues down	Character continues down			
SC8	By moving right	Character continues right	Character continues right			
	Swim into a blocking obstacle:					
SC9	By moving up	Character stops moving	Character stops moving			
SC10	By moving left	Character stops moving	Character stops moving			
SC11	By moving down	Character stops moving	Character stops moving			
SC12	By moving right	Character stops moving	Character stops moving			
	Walk into a blocking obstacle:					
SC13	By moving up	Character stops moving	Character stops moving			
SC14	By moving left	Character stops moving	Character stops moving			
SC15	By moving down	Character stops moving	Character stops moving			
SC16	By moving right	Character stops moving	Character stops moving			
	Fly into a blocked tile:					
SC17	By moving up	Character stops moving	Character stops moving			
SC18	By moving left	Character stops moving	Character stops moving			
SC19	By moving down	Character stops moving	Character stops moving			
SC20	By moving right	Character stops moving	Character stops moving			
	Swim into a blocked tile:					
SC21	By moving up	Character stops moving	Character stops moving			
SC22	By moving left	Character stops moving	Character stops moving			
SC23	By moving down	Character stops moving	Character stops moving			
SC24	By moving right	Character stops moving	Character stops moving			
	Walk into a enemy:					
SC25	By moving up	Character stops moving	Character stops moving			
SC26	By moving left	Character stops moving	Character stops moving			
SC27	By moving down	Character stops moving	Character stops moving			

SC28	By moving right	Character stops moving	Character stops moving			
	Fly into a enemy:					
SC29	By moving up	Character stops moving	Character stops moving			
SC30	By moving left	Character stops moving	Character stops moving			
SC31	By moving down	Character stops moving	Character stops moving			
SC32	By moving right	Character stops moving	Character stops moving			
	Swim into a enemy:					
SC33	By moving up	Character stops moving	Character stops moving			
SC34	By moving left	Character stops moving	Character stops moving			
SC35	By moving down	Character stops moving	Character stops moving			
SC36	By moving right	Character stops moving	Character stops moving			
	Fly into a blocking obstacle					
SC37	By moving up	Character stops moving	Character stops moving			
SC38	By moving left	Character stops moving	Character stops moving			
SC39	By moving down	Character stops moving	Character stops moving			
SC40	By moving right	Character stops moving	Character stops moving			
Fighting						
SF1	Move mouse cursor onscreen	Cursor is visible	Cursor is visible			
SF2		Cursor movement is free on screen	Cursor movement is free on screen			
SF3	Left click mouse on screen with a gun	Projectile apears at character and moves at cursor	Projectile apears at character and moves at cursor			
SF4	Left click mouse on screen without a gun	Player melee attacks infront on it	Player melee attacks infront on it			
SF5	Fire projectile to collide with blocking obstacle	Projectile disapears	Projectile disapears			
SF6	Fire projectile to collide with blocked tile	Projectile disapears	Projectile disapears			
SF7	Fire projectile to collide with unmoving enemy	Projectile disapears	Projectile disapears			
SF8		Enemy is damaged	Enemy is damaged			
SF9		Resource sometimes apears in place of enemy	Resource sometimes apears in place of enemy			
SF10		Onscreen Points increase by 10	Onscreen Points increase by 10			
SF11	Fire projectile to collide with a moving enemy	Projectile disapears	Projectile disapears			
SF12		Enemy is damaged	Enemy is damaged			
SF13		Resource sometimes apears in place of enemy	Resource sometimes apears in place of enemy			
SF14		Onscreen points increase by 10	Onscreen points increase by 10			
	Move such that a melee enemy is on-screen:					
SF15	Up relative to the player	The enemy moves towards the character	The enemy moves towards the character			
SF16	Left relative to the player	The enemy moves towards the character	The enemy moves towards the character			
SF17	Down relative to the player	The enemy moves towards the character	The enemy moves towards the character			
SF18	Right relative to the player	The enemy moves towards the character	The enemy moves towards the character			
	Move such that a ranged enemy is on-screen:					
SF19	Up relative to the player	The enemy fires towards the character	The enemy fires towards the character			
SF20	Left relative to the player	The enemy fires towards the character	The enemy fires towards the character			
SF21	Down relative to the player	The enemy fires towards the character	The enemy fires towards the character			

SF22	Right relative to the player	The enemy fires towards the character	The enemy fires towards the character			
SF23	Move such that a melee enemy hits the player	The character takes 1/2 heart of damage	The character takes 1/2 heart of damage			
SF24	Move such that a projectile hits the player	The character takes 1/2 heart of damage	The character takes 1/2 heart of damage			
SF25	The player takes 1/2 heart of damage	The on-screen hearts visually empty by 1/2 heart	The on-screen hearts visually empty by 1/2 heart			
SF26	Player hearts empty	Player dies	Player dies			
SF27	Melee attack with an enemy adjacent to the player	Enemy is damaged	Enemy is damaged			
SF28		Resource sometimes appears in place of enemy	Resource sometimes appears in place of enemy			
SF29		Onscreen points increase by 10	Onscreen points increase by 10			
SF30	Move over a speed powerup	The character moves 3x faster for 5 seconds	The character moves 3x faster for 5 seconds			
SF31	Move over a fire rate powerup	The character fires 5x as fast for 5 seconds	The character fires 5x as fast for 5 seconds			
SF32	Move over a score multiplier powerup	The score increases 5x as fast for 5 seconds	The score increases 5x as fast for 5 seconds			
SF33	Move over a dropped weapon	The weapon disappears	The weapon disappears			
SF34		The character weapon improves	The character weapon improves			
	Move over a regeneration powerup whilst:					
SF35	at full health	Health is unchanged	Health is unchanged			
SF36	at less than full health	Health gradually increases over time	Health gradually increases over time			
Rounds						
SR1	Start a round	An objective is displayed for the rest of the round	An objective is displayed for the rest of the round			
SR2		The character is displayed for the rest of the round	The character is displayed for the rest of the round			
SR3		The points are displayed for the rest of the round	The points are displayed for the rest of the round			
SR4		The minimap is displayed for the rest of the round	The minimap is displayed for the rest of the round			
SR5		Hearts are displayed for the rest of the round	Hearts are displayed for the rest of the round			
SR6	Explore map of the same round several times	Enemies spawn in random locations each round	Enemies spawn in random locations each round			
SR7	Move to the end location of a location objective	The round ends and the next round is unlocked	The round ends and the next round is unlocked			
SR8		Onscreen points increase by 100	Onscreen points increase by 100			
SR9	Wait for a survival objective to run down	The onscreen timer decreases second by second	The onscreen timer decreases second by second			
SR10		Enemies spawn regularly as time decreases	Enemies spawn regularly as time decreases			
SR11		The unique enemy spawns half way through	The unique enemy spawns half way through			
SR12	Wait for the timer to run out	The round ends and the next round is unlocked	The round ends and the next round is unlocked			
SR13		Onscreen points increase by 100	Onscreen points increase by 100			
SR14	Start several rounds	There are eight or more different objectives	There are eight or more different objectives			
SR15	Examine all rounds	Eight or more university locations are modelled	Eight university locations are modelled			Additional locations can be implemented
SR16	Take damage such that health drops to empty	The round ends and the failure screen is displayed	The round ends and the failure screen is displayed			
SR17	Fail a round	Points are set to 0	Points are set to 0			
SR18		Health is restored to max	Health is restored to max			
SR19		All weapon upgrades are lost	All weapon upgrades are lost			
SR20	Load main menu through initial startup	All levels previously unlocked still unlocked	All levels previously unlocked still unlocked			

SR21	Load a new game from the main menu	A new game starts	A new game starts			
SR22	Select a level from the main menu	The level selection screen opens	The level selection screen opens			
SR23	Enter the settings from the main menu	The settings screen opens	The settings screen opens			
SR24	Exit the game from the main menu	The game exits	The game exits			
SR25	Load level select through failure in round 1	Level select shows	Level select shows			
SR26	Load level select through failure in round 2	Level select shows	Level select shows			
SR27	Load level select through failure in round 3	Level select shows	Level select shows			
SR28	Load level select through failure in round 4	Level select shows	Level select shows			
SR29	Load level select through failure in round 5	Level select shows	Level select shows			
SR30	Load level select through failure in round 6	Level select shows	Level select shows			
SR31	Load level select through failure in round 7	Level select shows	Level select shows			
SR32	Load level select through failure in round 8	Level select shows	Level select shows			
SR33	Load main menu through success in round 1	Rounds 1-2 unlocked	Rounds 1-2 unlocked			
SR34	Load main menu through success in round 2	Rounds 1-3 unlocked	Rounds 1-3 unlocked			
SR35	Load main menu through success in round 3	Rounds 1-4 unlocked	Rounds 1-4 unlocked			
SR36	Load main menu through success in round 4	Rounds 1-5 unlocked	Rounds 1-5 unlocked			
SR37	Load main menu through success in round 5	Rounds 1-6 unlocked	Rounds 1-6 unlocked			
SR38	Load main menu through success in round 6	Rounds 1-7 unlocked	Rounds 1-7 unlocked			
SR39	Load main menu through success in round 7	Rounds 1-8 unlocked	Rounds 1-8 unlocked			
SR40	Load level 1 from the level select menu	Level loads if it has been unlocked	Level 1 loads			
SR41	Load level 2 from the level select menu	Level loads if it has been unlocked	Level 2 loads			
SR42	Load level 3 from the level select menu	Level loads if it has been unlocked	Level 3 loads			
SR43	Load level 4 from the level select menu	Level loads if it has been unlocked	Level 4 loads			
SR44	Load level 5 from the level select menu	Level loads if it has been unlocked	Level 5 loads			
SR45	Load level 6 from the level select menu	Level loads if it has been unlocked	Level 6 loads			
SR46	Load level 7 from the level select menu	Level loads if it has been unlocked	Level 7 loads			
SR47	Load level 8 from the level select menu	Level loads if it has been unlocked	Level 8 loads			
SR48	Succeed round 8	Win screen is displayed	Win screen is displayed			
SR49		Total points are displayed	Total points are displayed			
SR50	Load several rounds	There are five or more different obstacles	There are five or more different obstacles			Melee Geese, Ranged Geese, Boss, bushes, trees, water, buildings. Additional obstacles can be implemented.
SR51	Move character up	Minimap reveals map borders around the character	Minimap reveals map borders around the character			
SR52	Move down by the same amount	Minimap retains revealed map borders	Minimap retains revealed map borders			
SR53	Move character left	Minimap reveals map borders around the character	Minimap reveals map borders around the character			
SR54	Move right by the same amount	Minimap retains revealed map borders	Minimap retains revealed map borders			
SR55	Move character down	Minimap reveals map borders around the character	Minimap reveals map borders around the character			
SR56	Move up by the same amount	Minimap retains revealed map borders	Minimap retains revealed map borders			
SR57	Move character right	Minimap reveals map borders around the character	Minimap reveals map borders around the character			

SR58	Move left by the same amount	Minimap retains revealed map borders	Minimap retains revealed map borders			
Non-Functional						
SN1	Rounds take approximately 5 minutes to complete.		Round gameplay occurs in relevant time			Enemy health increased to make rounds last a little longer - test since passed
SN2	Game uses arcadey / cartoony style graphics.		Appearance matches			
SN3	Background is flat, but characters and obstacles appear from the side.		Appearance matches			
Other						
SO1	From the settings menu, turn master volume up	Volume increases	Volume increases			
SO2	From the settings menu, turn master volume down	Volume decreases	Volume decreases			
SO3	From the settings menu, turn music volume up	Volume increases	Volume increases			
SO4	From the settings menu, turn music volume down	Volume decreases	Volume decreases			
SO5	From the settings menu, turn effects volume up	Volume increases	Volume increases			
SO6	From the settings menu, turn effects volume down	Volume decreases	Volume decreases			
SO7	From the pause menu, load the main menu	Main menu loads	Main menu loads			
SO8	From the pause menu, exit the game	Game exits	Game exits			
SO9	From the win screen, select a level	Level loads	Level loads			
SO10	From the lose screen, select a level	Level loads	Level loads			
SO11	From the game complete screen, select level	Level loads	Level loads			Fixed, retested and since passed
Cheats						
SL1	When in the pause screen, enter the code for the first cheat	First cheat activates	First cheat activates			
SL2	When in the pause screen, enter the code for the second cheat	Second cheat activates	Second cheat activates			
SC3	Miss the check instigation and enter demented mode	Demented mode activates	Demented mode activates			