

QA Test Plan		Project: Barb's Dungeon	
Date	Build #	Tester Name	
2/16/2024			
Test #	Unit/Feature	Item	
		Success/Fail	
1	Main Screen		
1a	Game Loads properly to Main Screen		
1b	UI elements change focus correctly		
1c	Choosing <Start Game> functions correctly taking the player to the <Tutorial/Online Co-Op/Single Player> system		
1d	Choosing <Play> opens Character select screen		
1e	Choosing <Tutorial/Online Co-Op/Single Player> functions correctly taking the player to the <Select Save File> system		
1f	Choosing <Quit> functions correctly closing out the game cleanly and places the player back in the platform interface		
1g	Choosing <Select Save File> functions correctly takes the player to the <Save/Load Game> system		
1h	Loading save data or creating new data functions correctly taking the player to the <Select Characters> system		
1i	Selecting the player character functions playing the player into the game		
1j	Choosing <Settings> functions correctly by taking you to the <Player Setting System>		
1k	Choosing <Settings> does not do anything		
2	Character Select Menu		
2a	Cannot start game without selecting a character		
2b	Selected character is highlighted with a red border		
2c	Selected character spawns into level when start is pressed		
2d	"X" button returns to main menu		
3	Characters		
3a	Knight appears in level if it is selected		
3b	Knight animations play appropriately (idle, walk, roll)		
3c	Knight uses a sword weapon		
3d	Ranger appears in level if it is selected		
3e	Ranger animations play appropriately (idle, walk)		
3f	Ranger uses a bow weapon		
3g	Assassin appears in level if it is selected		
3h	Assassin animations play appropriately (idle, walk)		
3i	Assassin uses a sword weapon		
4	Performance		
4a	Game loading time is within spec (loads within XX seconds)		
4b	General game play shows no hitching or graphic errors		
5	Save Game		
5a	Game save time is within spec (saves within XX seconds)		
5b	Saved Game can be reloaded immediately		
5c	Saved Game Data is correct on reloading		
6	Pause Screen		
6a	Opens when "ESC" is pressed		
6b	Game pauses		
6c	Pressing "Resume" resumes the game		
6d	Pressing "Main Menu" returns to main menu		
7	Inventory + Items		
7a	<-- make this a table, but rn the only item is health potion		
7b	Pressing "Tab" opens inventory		
7c	Game pauses		
7d	Items overflow into new slot when stack size is reached		
7e	Items do not go into inventory if all slots are full		
7f	If player has non-full slot of item and picks up another of the same, it will stack into that slot until full		
7g	Items do not move upon collision		
7h	Items are picked up upon collision if there is space		
7i	Left-clicking on non-selected slot selects the slot (a border will appear)		
7j	Lift-clicking on selected slot uses the item in the slot (item activates, quantity goes down, slot clears when quantity reaches 0)		
7k	Health potion restores 3 health		
8	Game Play		
8a	Camera moves with player and its transform does not change if the player's does		
8b	Pressing W moves the character upwards on the screen, plays walking animation		
8c	Pressing S moves the character downwards on the screen, plays walking animation		
8d	Pressing A moves the character left on the screen, plays walking animation		
8e	Pressing D moves the character right on the screen, plays walking animation		
8f	Pressing SPACE initiates a dodge roll (animation plays, player takes no damage, cannot be used again until after cooldown)		
8g	Left-clicking initiates a light melee attack if a melee weapon is equipped (any enemies inside the hitbox take damage)		
8h	Left-clicking initiates a light ranged attack if a ranged weapon is equipped (spawns a projectile, any enemies inside the projectile hitbox take damage)		
8i	Left-clicking and holding initiates a heavy melee attack if a melee weapon is equipped (takes longer to charge, does more damage)		
8j	Left-clicking and holding initiates a heavy ranged attack if a ranged weapon is equipped (takes longer to charge, does more damage)		
8k	Right-clicking initiates a light melee attack if a melee off-hand weapon is equipped (any enemies inside the hitbox take damage)		
8l	Right-clicking initiates a light ranged attack if a ranged off-hand weapon is equipped (spawns a projectile, any enemies inside the projectile hitbox take damage)		
8m	Right-clicking and holding initiates a heavy melee attack if a melee off-hand weapon is equipped (takes longer to charge, does more damage)		
8n	Right-clicking and holding initiates a heavy ranged attack if a ranged off-hand weapon is equipped (takes longer to charge, does more damage)		
8o	Enemies disappear from the screen when their health depletes to 0		
8p	Pressing 1 activates skill 1		
8q	Pressing 2 activates skill 2		
8r	Pressing 3 activates skill 3		
8s	Pressing 4 activates skill 4		
8t	Pressing CTRL initiates crouching (sprite changes, player moves slower, emits lower audio)		
8u	Pressing TAB opens the player's inventory		
8v	Pressing and holding SHIFT increases player move speed and sound produced		
8w	Pressing ESC pauses the game and opens the pause menu		
8x	Pressing E will interact with interactable objects		
8y	Pressing R will use the currently equipped item		
8z	Pressing Q opens the player's skill tree		
8aa	The knight's skill tree contains 3 subclasses: Paladin, Berserker, Commanding General, each with 2 starting abilities and 3 following		
8bb	Using Enchanting Weapon gives the player's weapon the holy damage type, plays an animation, and gives the weapon a yellow aura		
8cc	Using Lesser Heal restores a small amount of health to player or targeted ally, plays an animation		
8dd	Using God's Purification places a circle on the ground to indicate targets, does AOE damage, plays an animation		
8ee	Using Holy Protection gives small shield to player and teammates within range, plays an animation, gives affected teammates shield indicator		
8ff	Specing into Holy Projectile (passive skill) occasionally spawns a projectile that deals holy damage when attacking with an enchanted weapon		
8gg	Using Frenzy increases the player's attack speed and damage for a short period of time, gives the player's weapon a red aura		
8hh	Using Berserker's Rage reduces incoming damage and makes player immune to crowd control effects for a short period of time, gives player red aura		
8ii	Using Whirlwind Slash releases a spinning attack that deals damage to all enemies within a short radius		
8jj	Using Undying Rage causes player to become unkillable for a brief period		
8kk	Specing into War Machine gives the player a bonus when they are dual wielding weapons		
8ll	Using Commanding Shout gives allies within range a bonus to all stats for 20 seconds, plays an animation, gives affected players a blue aura		
8mm	Using Knight's Loyalty redirects damage dealt to the targeted ally to the player that used this skill for a short time, the affected ally and the player will have an aura linking them		
8nn	Using A General's Gaurd dashes to the targeted ally and gives them an increased defense stat for a short period, player will have a light blue aura		
8oo	Specing into General's Physique gives the player a permanent stamina increase		
8pp	Specing into General's Proficiency grants a +2 to all stats		
8qq	The wizard's skill tree contains 3 subclasses: Divine Channeler, Chaos Sorcerer, and Summoner		
8rr	Player unlocks the whole next row of skills in the tree across subclasses upon leveling up		
8s	Player can only have 1 skill of each row active (any subclass)		
8tt	Skills can only be used when the skill has been unlocked and player has enough mana		
8uu	Player cannot initiate attacks, dodges, or skills while they are on cooldown		
8vv	HP can be reduced and gained based on various activites. Cannot go below 0 and cannot go above max health.		
8ww	Items can be dropped from various sources (ie. enemies, chests, etc) and can be picked up, stored, used, and equipped.		
8xx	Shop usable and impacts economy when being interacted with.		
8yy	NPCs display dialogue when interacted with.		
8zz	Blacksmith interacton allows player to upgrade weapons and impacts the economy.		
8aaa	Player cannot be damaged in safe room and enemies cannot enter safe room.		
8bbb	Lesser enemies respawn with lower loot drop rate upon resting in safe room. Stronger enemies do not respawn.		
8ccc	Quests can be picked up and completed.		
8ddd	Leveling up increases player stats.		
8eee	Players who are crouched (in stealth) are harder for enemies to detect.		
8fff	Attacking out of stealth grants a damage bonus.		
9	World Generation		
9a	Dungeon floors generate a new layout when they are discovered for the first time and do not change upon reloading.		
9b	Enemies spawn at differing rates upon loading the level.		
9c	Enemy AI (agro w/ vision + hearing)		
9d	Ensure you spawn in start room		
9e	Ensure you can get to the end room		
9f	Ensure all rooms are traversable		
9g	Ensure some rooms are traversable from three+ rooms		
9h	Ensure the next adjacent room is never the end room		
9i	Ensure no duplicate room occur in a level		
9j	Ensure min amount of rooms is present in each level every time (start and endroom) + 5 more additional rooms		
9k	Ensure level changes every restart		
10	Death Screen		
10a	Opens only when player dies		
10b	Pressing "Restart" resets the current level		
10c	Pressing "Main Menu" returns to main menu		