

QA Test Plan		Project: Barb's Dungeon	
Date 2/16/2024		Build #	Tester Name
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	<-- make this a table, but rn the only item is health potion	
7a		Pressing "Tab" opens inventory	
7b		Game pauses	
7c		Items overflow into new slot when stack size is reached	
7d		Items do not go into inventory if all slots are full	
7e		If player has non-full slot of item and picks up another of the same, it will stack into that slot until full	
7f		Items do not move upon collision	
7g		Items are picked up upon collision if there is space	
7h		Left-clicking on non-selected slot selects the slot (a border will appear)	
7i		Lift-clicking on selected slot uses the item in the slot (item activates, quantity goes down, slot clears when quantity reaches 0)	
7j		Health potion resotores 3 health	
7k		Item image and description display correctly when selected	
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 initates a heavy melee attack if a melee weapon is equipped (takes longer to charge, does more damage)	
8j		Left-clicking and holding initates 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 initates a heavy melee attack if a melee off-hand weapon is equipped (takes longer to charge, does more damage)	
8n		Right-clicking and holding initates 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 initates 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 sheild to player and teammates within range, plays an animaiton, gives affected teammates sheild 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	
8ij		Using Undying Rage causes player to become unkillable for a breif period	
8kk		Specing into War Machine gives the player a bonus when they are dual weilding 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 initate 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 is 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 (aggro 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 in 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	