Test Plan Testing

# Main Menu:

Main menu section has several screens as part of it so I have split up testing for each screen.

Main Menu Screen -

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Start Button | Clicking with the mouse | Runs main menu animation and Switches screen to the Start screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Load Button | Clicking with the mouse | Switches screen to the Load screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Options Button | Clicking with the mouse | Switches screen to the Options screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Website button | Clicking with the mouse | The users default browser opens and goes to http://knowlesy.co.uk/ | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

Load Screen –

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Saves |  | No saves should be load as the demo doesn’t allow it | As expected | None |
|  | | | |
| Load Button | Clicking with the mouse | Does Nothing | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Delete Button | Clicking with the mouse | Does Nothing | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Back Button | Clicking with the mouse | Returns to the Main Menu |  |  |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

Options Screen -

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Controls button | Clicking with the mouse | Switches screens to the Controls Screen and load in key values to text in selectable boxes | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Sound Button | Clicking with the mouse | Switches screens to the Sound Screen and load in values for the sliders, positioning the sliders as well | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Back button | Clicking with the mouse | Returns to the main menu screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

Controls Screen -

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Forward’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Back’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Left’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Right’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Interact’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Attack’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Back button | Clicking with the mouse | Saves all the text from within the selectable boxes and returns to the Options screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Default button | Clicking with the mouse | Changes all the text in the selectable boxes to predefined default text (W,S,A,D,E,MSE) | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

Sound Screen –

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Master Slider | Clicking with the mouse | The slider follows the mouse until it leaves the sliders area or when the mouse is pressed again | As expected | None |
|  | | | |
| Master Slider % text |  | Updates the % of volume as the slider moves | As expected | None |
| See images from last test. | | | |
| Music Slider | Clicking with the mouse | The slider follows the mouse until it leaves the sliders area or when the mouse is pressed again |  |  |
|  | | | |
| Music Slider % text |  | Updates the % of volume as the slider moves | As expected | None |
| See images from last test. | | | |
| SFX Slider | Clicking with the mouse | The slider follows the mouse until it leaves the sliders area or when the mouse is pressed again | As expected | None |
|  | | | |
| SFX Slider % text |  | Updates the % of volume as the slider moves | As expected | None |
| See images from last test. | | | |
| Back button | Clicking with the mouse | Saves all slider values and returns to the Options screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Default button | Clicking with the mouse | Changes all the sliders positions and % text to 75 | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

Start Screen –

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| The frame changes | Clicking with the mouse | Next frame is shown | As expected | None |
|  | | | |
| Skip button | Clicking with the mouse | Takes you to the final frame on the start screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Male Button | Clicking with the mouse | Goes into the game as the player being a Male | As expected | None |
|  | | | |
| Hovering over with the mouse | Grey overlay appear over the button | As expected | None |
|  | | | |
| Female Button | Clicking with the mouse | Goes into the game as the player being a Female | As expected | None |
|  | | | |
| Hovering over with the mouse | Grey overlay appear over the button | As expected | None |
|  | | | |

# Main Mechanics for the Player:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Player rotation |  | The player should rotate to face the mouse | As expected | None |
|  | | | |
| Movement | Forward key from saved key list being pressed | Everything on screen should move down the screen | As expected | None |
|  | | | |
| Back key from saved key list being pressed | Everything on screen should move up the screen | As expected | None |
|  | | | |
| Left key from saved key list being pressed | Everything on screen should move right the screen | As expected | None |
|  | | | |
| Right key from saved key list being pressed | Everything on screen should move left the screen | As expected | None |
|  | | | |
| Interact key from saved key list being pressed | A function that does not yet exist should be called, so nothing happens | As expected | None |
|  | | | |
| Attack key from saved key list being pressed | A function that does not yet exist should be called, so nothing happens | As expected | None |
|  | | | |

# Main Mechanics for Items:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Item pick up when player is within range of item | Interact key from saved key list being pressed | The item gets picked up | As expected | None |
|  | | | |

# Inventory:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Open Inventory | Down arrow (temp before HUD is installed) | The Inventory opens on screen and the game is paused | As expected | None |
|  | | | |
| Items being able to be dragged and dropped to other slots | Mouse Press and hold | Current item goes into slot that it’s been released and if an it is already in the slot they swap | As expected | None |
|  | | | |
| Displaying info about an item | Mouse over item | Info about the current item the mouse is over will be displayed | As expected | None |
|  | | | |
| Displaying info about an current item |  | A current item should always have info about it displayed | As expected | None |
|  | | | |
| Drop item button | Mouse Press and hold | Highlights the text within the button and remove item from the inventory and drop on the ground around the player | As expected | None |
|  | | | |
| Back button | Clicking with the mouse | Saves and removes the inventory from screen and un pauses the game | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

# Main Mechanics for the Enemies:

I had to come back to test this once the HUD was done to show that the player was taking damage.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Rotation |  | They should automatically face the player when in range | As expected | None |
|  | | | |
| Movement |  | The enemy should move towards the player as soon as they are in range | As expected | None |
|  | | | |
| Attacking |  | They player should take damage when the distance between the player and the enemy is both their heights added together | As expected | None |
|  | | | |
| Taking damage | Attack key from saved key list being pressed | They player will damage the enemy with the current items damage points | As expected | None |
|  | | | |
| Check hitting Player |  | This will put the enemy into attack(See above) and stop the enemy from moving | As expected | None |
|  | | | |
| Check hitting another enemy |  | The enemies shouldn’t overlap so they stop when they collide with each other | As expected | None |
|  | | | |

# Main Mechanics for the Enemies spawning:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Enemies spawning in intervals |  | The enemies spawn every second | As expected | None |
|  | | | |
| Enemies spawn off screen |  | The enemies spawn at a random position off screen | As expected | None |
| Above shows this. As you can see the HUD outline the actual screen and I’ve just expanded the screen. | | | |
| Enemy types |  | Different enemy types should spawn at random | As expected | None |
| Again the top screen shots show this off. The different colours represent the three different enemy types. | | | |

# HUD:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Kill counter |  | When the player kills an enemy the counter increases by one | As expected | None |
|  | | | |
| Mini map |  | The map moves as the player moves | As expected | None |
|  | | | |
| Health bar |  | The bar should show that damage has been taken | As expected | None |
|  | | | |
| Current Item |  | An image and health should be displayed | As expected | None |
|  | | | |
| Inventory button | Clicking with the mouse | Opens inventory on top of everything and pauses the game | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Menu Button | Clicking with the mouse | Opens In-game menu on top of everything and pauses the game | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

# Menus accessible from the HUD:

Main Menu -

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Resume Button | Clicking with the mouse | Removes Menu and un-pauses game | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Sound Button | Clicking with the mouse | Opens the sound menu | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Controls Button | Clicking with the mouse | Opens the Controls menu | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Exit Button | Clicking with the mouse | Remove all objects off screen and opens the main menu screen | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

Sound Menu-

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | | | **Actual Result** | | **Fix** |
| Maters plus | Mouse Press | The Mater % text should increase by 1 if < 100 and > 0 | | | As expected | | None |
|  | | | | | | |
| Mouse Press & Hold | The Mater % text should increase by 1 every 10th of a second until 100 is reached | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
|  | | | | | | |
| Maters Minus | Mouse Press | The Mater % text should decrease by 1 if < 100 and > 0 | | | As expected | | None |
|  | | | | | | |
| Mouse Press & Hold | The Mater % text should decrease by 1 every 10th of a second until 100 is reached | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
|  | | | | | | |
| Music plus | Mouse Press | The Music % text should increase by 1 if < 100 and > 0 | | | As expected | | None |
|  | | | | | | |
| Mouse Press & Hold | The Music % text should increase by 1 every 10th of a second until 100 is reached | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
| ` | | | | | | |
| Music Minus | Mouse Press | The Music % text should decrease by 1 | | | As expected | | None |
|  | | | | | | |
| Mouse Press & Hold | The Music % text should decrease by 1 every 10th of a second until 0 is reached | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | | Highlights the text within the button | As expected | | None | |
|  | | | | | | |
| SFX plus | Mouse Press | The SFX % text should increase by 1 if < 100 and > 0 | | | As expected | | None |
|  | | | | | | |
| Mouse Press & Hold | The SFX % text should increase by 1 every 10th of a second until 100 is reached | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
|  | | | | | | |
| SFX Minus | Mouse Press | The SFX % text should decrease by 1 if < 100 and > 0 | | | As expected | | None |
|  | | | | | | |
| Mouse Press & Hold | The SFX % text should decrease by 1 every 10th of a second until 0 is reached | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
|  | | | | | | |
| Back button | Mouse Press | Saves all the text from within the % tests on screen and returns to the Main Menu | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
|  | | | | | | |
| Default button | Mouse Press | Sets all the % text to 75 | | | As expected | | None |
|  | | | | | | |
| Hovering over with the mouse | Highlights the text within the button | | | As expected | | None |
|  | | | | | | |

Controls Menu -

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Forward’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Back’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Left’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Right’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Interact’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to a grey | As expected | None |
|  | | | |
| Attack’s Selectable box | Clicking with the mouse | The box shows that it’s been selected and allows key input | As expected | None |
|  | | | |
| Any key press | Changes the text within the box and un selects the box | As expected | None |
|  | | | |
| Hovering over with the mouse | Changes back colour to grey | As expected | None |
|  | | | |
| Back button | Clicking with the mouse | Saves all the text from within the selectable boxes and returns to the Main Menu | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |
| Default button | Clicking with the mouse | Changes all the text in the selectable boxes to predefined default text (W,S,A,D,E,MSE) | As expected | None |
|  | | | |
| Hovering over with the mouse | Highlights the text within the button | As expected | None |
|  | | | |

# Level boundaries:

I had to come back after putting in the graphics because the boundaries for the temp graphic are completely different.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| The player stops when moving up into house wall | Forward key from saved key list being pressed | The player won’t be able to move in the current direction when touching the wall | As expected | None |
|  | | | |
| The player stops when moving down into house wall | Back key from saved key list being pressed | The player won’t be able to move in the current direction when touching the wall | As expected | None |
| d | | | |
| The player stops when moving left into house wall | Left key from saved key list being pressed | The player won’t be able to move in the current direction when touching the wall | As expected | None |
|  | | | |
| The player stops when moving right into house wall | Right key from saved key list being pressed | The player won’t be able to move in the current direction when touching the wall | As expected | None |
|  | | | |
| The player stops when moving up into the top of the map(1375) | Forward key from saved key list being pressed | The player won’t be able to move in the current direction when touching the boundary | As expected | None |
|  | | | |
| The player stops when moving down into the bottom of the map(-1375) | Back key from saved key list being pressed | The player won’t be able to move in the current direction when touching the boundary | As expected | None |
|  | | | |
| The player stops when moving left into the left boundary of the map(1375) | Left key from saved key list being pressed | The player won’t be able to move in the current direction when touching the boundary | As expected | None |
|  | | | |
| The player stops when moving right into the right boundary of the map(-1375) | Right key from saved key list being pressed | The player won’t be able to move in the current direction when touching the boundary | As expected | None |
|  | | | |

# Graphics and Animations:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **What Needs Testing?** | **Is Input Required?** | **Expected Result** | **Actual Result** | **Fix** |
| Player Moving | Any directional key from saved key list being pressed | The players legs should rotate to face the direction the player is trying to move | As expected | None |
|  | | | |
| Player Attacking | Attack key from saved key list being pressed | They player should change animation state showing that it’s attacking | As expected | None |
|  | | | |
| Player Dead |  | A death animation runs when player health is 0 | There is no animation. The player just stands there when they die. | A death animation needs to be made. |
| E:\Work\ComputerScience\29-04-2012\GamerOver.jpg | | | |
| Enemy Moving |  | An animation should play to show they enemy moving | The walker and the dragger Enemy both have walking animations but the dog enemy doesn’t | An animation for the dog needs to be created and implemented |
| E:\Work\ComputerScience\29-04-2012\EnemyMoving1.jpgE:\Work\ComputerScience\29-04-2012\EnemyMoving2.jpgE:\Work\ComputerScience\29-04-2012\EnemyMoving6.jpgE:\Work\ComputerScience\29-04-2012\EnemyMoving5.jpgE:\Work\ComputerScience\29-04-2012\EnemyMoving3.jpgE:\Work\ComputerScience\29-04-2012\EnemyMoving4.jpg | | | |
| Enemy Attacking |  | Enemy Attacking animation will play when dealing damage to the player | None of the enemies have attacking animations. They just stop moving but keep the moving animation going | An animation for each of the enemies need to be created and implemented |
| E:\Work\ComputerScience\29-04-2012\Rape.jpg | | | |
| Enemy Death |  | Death animation will play to show the enemy isn’t a threat | The enemy just stop moving and fade out when they die | An animation for each of the enemies need to be created and implemented |
| E:\Work\ComputerScience\29-04-2012\EnemyDeath.jpgE:\Work\ComputerScience\29-04-2012\EnemyDeath2.jpgE:\Work\ComputerScience\29-04-2012\EnemyDeath3.jpg | | | |

Objective Testing

|  |  |  |
| --- | --- | --- |
| Objective | Actual Result | Fix |
| The game must be able to work with flash player 10 and greater. This then outlines that the game must work with browsers that support flash. | When initially creating the game, Flash asks for file information and settings. This is the point in which I set the game to run with flash player 10 and greater. | None |
| As you can see I’ve selected Flash player 10 | |
| The game must be a top down sandbox game. | From all the screenshots it’s quite obvious that the game is top down. As for the sandbox side; the player is able to walk around an open space and choose to attack enemies at will. | None |
| I would say it’s quite difficult to get a screen shot to prove my point but you can see the game is from a top down perspective and the player is free to move anywhere. | |
| The setting of the game will be in a suburb and sticking with the idea of sand box the player will be able to travel to collect resources and complete tasks | I would say the game is not really set in a suburb but more in a field, with a little house. The player is able to go round collecting items which I would say is the same as resources. No tasks have been put into the game | The game needs to have a new map graphic put in to meet the criteria of being in a suburb. This will also mean that new boundaries will need to be created. As for the completing tasks; a menu or some sort of system would have to be put into place to manage tasks. |
| [Image showing Collecting resources] | |
| There should be AI player within the game that impact the story line depending on how the player interacts with them | Seeing as there is no in game storyline/tasks the AI player is pretty irrelevant and thus they have not been put in. | The game would need to have tasks system I mentioned above put in. This would then bring in a need to have an AI player. The AI player would just be a derivative of the enemy class as the movement would be very similar. Some other tweaks to the code would be needed as well. |
|  | |
| The player of the game will be able to choose the gender of the main character | The player is able to choose the gender just after the intro and before they are able to play the game. | None |
|  | |
| There should be a variety of zombies, not only human ones but animals as well  Dragger Type | The game contains 3 zombie types that spawn at random. The types are Walker, dragger and dog. The dog is the only enemy type that doesn’t have a graphic. | The dog enemy type needs a graphic. |
| Dog Type  Walker Type | |
| The game should pick up intensity as it goes along. | The intensity doesn’t change as the game is a demo. | To meet this objective I would put in a slight change to the amount of enemies spawning and the gap between spawns when an enemy is killed. |
|  | |
| To regain health the player must eat food they have found. | There is plenty of food items spread around the map for the player to eat. | None |
|  | |
| The game will use a combination of mouse and keyboard to be played | The game has re-bindable keys so the player can have complete control over the keys. The mouse is also used to rotate the player. | None |
|  | |

Mouse