

| Tests on Rounds | | | | | Success |
|--|--|--|--|--------------|---|
| Supported screenshots can be found at www.teampochard.co.uk/ProductScreenshots.pdf | | | | Testing Key: | Failure due to unimplementation |
| | | | | | Outright Failure |
| Test ID | Description | Expected | Actual | ? | Notes |
| 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 | | Hearts are displayed for the rest of the round | Hearts are displayed for the rest of the round | | |
| SR5 | Explore map of the same round several times | Enemies spawn in random locations each round | Enemies spawn in random locations each round | | |
| SR6 | Move to the end location of a location objective | The round ends and the success screen is shown | Success screen is displayed | | |
| SR7 | | Onscreen points increase by 100 | Onscreen points increase by 100 | | |
| SR8 | 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 | | |
| SR9 | Fail a round | Points are set to 0 | Points are set to 0 | | |
| SR10 | | Health is restored to max | Health is restored to max | | |
| SR11 | | All weapon upgrades are lost | All weapon upgrades are lost | | |
| SR12 | Load main menu through initial startup | Start screen displayed, button goes to Round 1 | Start screen displayed, button goes to Round 1 | | |
| SR13 | Load round 2 after completing round 1 | Round 2 is loaded | Round 2 is loaded | | |
| SR14 | Load round 3 after completing round 2 | Round 3 is loaded | Round 3 is loaded | | |
| SR15 | Load round 4 after completing round 3 | Round 4 is loaded | Round 4 is loaded | | |
| SR16 | Load round 5 after completing round 4 | Round 5 is loaded | Round 5 is loaded | | |
| SR17 | Load round 6 after completing round 5 | Round 6 is loaded | Round 6 is loaded | | |
| SR18 | Load round 7 after completing round 6 | Round 7 is loaded | Round 7 is loaded | | |
| SR19 | Load the final round after completing round 7 | Round 8 is loaded | Round 8 is loaded | | |
| SR20 | Succeed the final screen | Win screen is displayed | Win screen is displayed | | |
| SR21 | | Total points are displayed | Total points do not show correctly | | Error totalling points from rounds, corrected |
| SR22 | | Total points are displayed | Total points are displayed, separately | | |
| SR23 | Play a game round | Round objective should be random from pool | Objectives are random and varied | | |
| SR24 | | Game map changes different for rounds | Map is different and gets bigger | | |

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|--|--|--|---|---|---------------------------------|
| Tests on character movement | | | | | Success |
| Supported screenshots can be found at www.teampochard.co.uk/ProductScreenshots.pdf | | | | | Failure due to unimplementation |
| | | | | | Outright Failure |
| Test ID | Description | Expected | Actual | ? | 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 | Feature unimplemented | | |
| SM4 | | Character changes to upswimming sprite | Feature unimplemented | | |
| 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 | Feature unimplemented | | |
| SM8 | | Character changes to left swimming sprite | Feature unimplemented | | |
| 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 | Feature unimplemented | | |
| SM12 | | Character changes to down swimming sprite | Feature unimplemented | | |
| 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 | Feature unimplemented | | |
| SM16 | | Character changes to right swimming sprite | Feature unimplemented | | |
| SM17 | Walk unobstructed from ground to water | Character speeds up | Feature unimplemented | | |
| SM18 | | Character changes to swimming sprite | Feature unimplemented | | |
| SM19 | Walk unobstructed from water to ground | Character slows down | Feature unimplemented | | |
| SM20 | | Character changes to walking sprite | Feature unimplemented | | |
| SM21 | Press space then W | Character moves up quickly | Character moves up quickly | | |
| SM22 | | Character changes to up flying sprite | Character changes to up flying sprite | | |
| SM23 | Wait 5 seconds above ground | Character changes to up walking sprite | Character changes to up walking sprite | | |
| SM24 | Wait 5 seconds above water | Character changes to up swimming sprite | Feature unimplemented | | |
| SM25 | Press space then A | Character moves left quickly | Character moves left quickly | | |
| SM26 | | Character changes to left flying sprite | Character changes to left flying sprite | | |
| SM27 | Wait 5 seconds above ground | Character changes to left walking sprite | Character changes to left walking sprite | | |
| SM28 | Wait 5 seconds above water | Character changes to left swimming sprite | Feature unimplemented | | |
| SM29 | Press space then S | Character moves down quickly | Character moves down quickly | | |
| SM30 | | Character changes to down flying sprite | Character changes to down flying sprite | | |
| SM31 | Wait 5 seconds above ground | Character changes to down walking sprite | Character changes to down walking sprite | | |
| SM32 | Wait 5 seconds above water | Character changes to down swimming sprite | Feature unimplemented | | |
| SM33 | Press space then D | Character moves right quickly | Character moves right quickly | | |
| SM34 | | Character changes to right flying sprite | Character changes to right flying sprite | | |

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|------|--|---|---|--|--|
| 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 | Feature unimplemented | | |
| SM37 | Move mouse round screen whilst walking: | | | | |
| SM38 | To a North area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM39 | To a North East area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM40 | To a East area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM41 | To the South East area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM42 | To the South area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM43 | To the South West area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM44 | To the West area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM45 | To the North West area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM46 | Move mouse round screen whilst swimming: | | | | |
| SM47 | To a North area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM48 | To a North East area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM49 | To a East area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM50 | To the South East area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM51 | To the South area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM52 | To the South West area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM53 | To the West area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM54 | To the North West area of the screen | Sprite looking in direction of mouse should show | Correct sprite shows in the correct direction | | |
| SM55 | Press W in unobstructed water | Sprite should move at a faster than walking speed | Sprite moves at correct speed | | |
| SM56 | Press A in unobstructed water | Sprite should move at a faster than walking speed | Sprite moves at correct speed | | |
| SM57 | Press S in unobstructed water | Sprite should move at a faster than walking speed | Sprite moves at correct speed | | |
| SM58 | Press D in unobstructed water | Sprite should move at a faster than walking speed | Sprite moves at correct speed | | |
| SM59 | Press space whilst moving in North direction | Object flies with correct sprite | Object flies with correct sprite | | |
| SM60 | Press space whilst moving in East direction | Object flies with correct sprite | Object flies with correct sprite | | |
| SM61 | Press space whilst moving in South direction | Object flies with correct sprite | Object flies with correct sprite | | |
| SM62 | Press space whilst moving in West direction | Object flies with correct sprite | Object flies with correct sprite | | |
| SM63 | Press space whilst moving | Object should fly faster than walking / swimming | Object flies faster than walking / swimming | | |
| SM64 | Press W and A together in movement | Character should move in NW direction | Character moves in NW direction | | |
| SM65 | Press W and D together in movement | Character should move in NE direction | Character moves in NE direction | | |
| SM66 | Press S and A in movement | Character should move in SW direction | Character moves in SW direction | | |
| SM67 | Press S and D in movement | Character should move in SE direction | Character moves in SE direction | | |

| Tests on Collision | | | | Success |
|--|--------------------------------|------------------------|------------------------|---------------------------------|
| Supported screenshots can be found at www.teampochard.co.uk/ProductScreenshots.pdf | | | Testing Key: | Failure due to unimplementation |
| | | | | Outright Failure |
| Test ID | Description | Expected | Actual | Notes |
| 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 | |
| | Swim into a blocking obstacle: | | | |
| SC5 | By moving up | Character stops moving | Character stops moving | |
| SC6 | By moving left | Character stops moving | Character stops moving | |
| SC7 | By moving down | Character stops moving | Character stops moving | |
| SC8 | By moving right | Character stops moving | Character stops moving | |
| | Walk 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 | |
| | Swim into a blocked tile: | | | |
| 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 | |
| | Walk into a enemy: | | | |
| 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 enemy: | | | |
| 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 | |

| Tests on Resource Continuity | | | | | Success |
|--|---|--|---------------------------------------|--------------|---------------------------------|
| Supported screenshots can be found at www.teampochard.co.uk/ProductScreenshots.pdf | | | | Testing Key: | Failure due to unimplementation |
| | | | | | Outright Failure |
| Test ID | Description | Expected | Actual | ? | Notes |
| Resource Continuity | | | | | |
| | Load round 2 after completing round 1 with: | | | | |
| ST1 | 0 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST2 | 0 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST3 | 0 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST4 | 20 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST5 | 20 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST6 | 20 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST7 | 100 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST8 | 100 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST9 | 100 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| | Load round 3 after completing round 4 with: | | | | |
| ST10 | 0 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST11 | 0 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST12 | 0 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST13 | 20 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST14 | 20 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST15 | 20 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST16 | 100 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST17 | 100 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST18 | 100 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| | Load round 4 after completing round 3 with: | | | | |
| ST19 | 0 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST20 | 0 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST21 | 0 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST22 | 20 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST23 | 20 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST24 | 20 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST25 | 100 points; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST26 | 100 points; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST27 | 100 points; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| | Load round 5 after completing round 4 with: | | | | |
| ST28 | 0 points; no weapon; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST29 | 20 points; sword; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST30 | 100 points; pistol; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |

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|----------------|--|--|--|--|--|
| ST31 | 0 points; sword; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST32 | 20 points; pistol; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST33 | 100 points; no weapon; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST34 | 0 points; pistol; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST35 | 20 points; no weapon; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST36 | 100 points; sword; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| | Load round 6 after completing round 4 with: | | | | |
| ST37 | 0 points; no weapon; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST38 | 20 points; sword; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST39 | 100 points; pistol; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST40 | 0 points; sword; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST41 | 20 points; pistol; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST42 | 100 points; no weapon; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST43 | 0 points; pistol; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST44 | 20 points; no weapon; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST45 | 100 points; sword; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| | Load round 7 after completing round 4 with: | | | | |
| ST46 | 0 points; no weapon; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST47 | 20 points; sword; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST48 | 100 points; pistol; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST49 | 0 points; sword; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST50 | 20 points; pistol; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST51 | 100 points; no weapon; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST52 | 0 points; pistol; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST53 | 20 points; no weapon; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST54 | 100 points; sword; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| | Load round 8 after completing round 4 with: | | | | |
| ST55 | 0 points; no weapon; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST56 | 20 points; sword; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST57 | 100 points; pistol; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST58 | 0 points; sword; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST59 | 20 points; pistol; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST60 | 100 points; no weapon; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST61 | 0 points; pistol; 2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST62 | 20 points; no weapon; 3 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| ST63 | 100 points; sword; 1/2 hearts | Round points reset but total score is maintained | Round progresses and attributes reset | | |
| Non-Functional | | | | | |
| SN1 | Rounds take approximately 5 minutes to complete. | | Round gameplay occurs in relevant time | | |
| SN2 | Game uses arcade / cartoony style graphics. | | Appearance matches | | |

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| SN3 | Background is flat, but characters and obstacles appear from the side. | Apperance matches | |
|-----|--|-------------------|--|

| Tests on Fighting | | | | | Success |
|--|---|---|---|--------------|---|
| Supported screenshots can be found at www.teampochard.co.uk/ProductScreenshots.pdf | | | | Testing Key: | Failure due to unimplementation |
| | | | | | Outright Failure |
| Test ID | Description | Expected | Actual | ? | Notes |
| 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 appears at character and moves at cursor | Projectile appears at character and moves at cursor | | |
| SF4 | Press E key | Player melee attacks infront on it | Character sprite changes incorrectly | | |
| SF4a | Press E key | Player melee attacks infront on it (RETEST) | Player melee attacks infront on it | | There were issues implementing, since corrected |
| 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 appears in place of enemy | Resource sometimes appears 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 appears in place of enemy | Resource sometimes appears 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 boss 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 incease by 10 | Onscreen points incease 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 | | |

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| 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 | | |
| SF35 | Allow the character's health to reduce 3 -> 2.5 | On-screen health graphics change correctly | On-screen health graphics change correctly | | |
| SF36 | Allow the character's health to reduce 2.5 -> 2 | On-screen health graphics change correctly | On-screen health graphics change correctly | | |
| SF37 | Allow the character's health to reduce 2 -> 1.5 | On-screen health graphics change correctly | On-screen health graphics change correctly | | |
| SF38 | Allow the character's health to reduce 1.5 -> 1 | On-screen health graphics change correctly | On-screen health graphics change correctly | | |
| SF39 | Allow the character's health to reduce 1 -> 0.5 | On-screen health graphics change correctly | On-screen health graphics change correctly | | |