Test Plan (Auto-Grab)

Menu

Controller Disconnection

Step 1: Connect a controller and bring a player to the lobby.
Step 2: Turn on Auto-Grab in the pause menu.
Step 3: Disconnect the controller.
Step 4: Reconnect the controller.
Expected Behaviour: The player still has Auto-Grab turned on.

Right Before the Game Starts

Step 1: Bring two players to the game settings menu.

Step 2: One player starts holding the button to start the game.

Step 3: At the last second, the other player turns on the Auto-Grab setting.

Expected Behaviour: Auto-Grab is on when the game starts.

Turning Auto-Grab On and Off During a Round

Step 1: Start a round.

Step 2: Open the pause menu.

Step 3: Change your Auto-Grab setting.

Expected Behaviour: The Auto-Grab setting changes after the round, not during it.

Spamming the Auto-Grab Button

Step 1: Open the pause menu.

Step 2: Start spamming the Auto-Grab button.

Expected Behaviour: The button keeps working when spammed, and the Switch’s performance isn’t affected.

Gameplay

Being Eliminated

Step 1: Get eliminated during a round.

Step 2: Pause the game.

Step 3: Turn on Auto-Grab.

Expected Behaviour: Auto-Grab is on at the start of the next round.

Spamming the Grab Button

Step 1: Turn on Auto-Grab.

Step 2: Find a place with a huge number of objects, like the lobby or a custom map.

Step 3: Start spamming the grab button to throw every object as soon as it is grabbed.

Expected Behaviour: Auto-Grab keeps grabbing new objects after another one is thrown.

Special Objects Surrounded by Normal Objects

Step 1: Create a custom map with a special object surrounded by normal objects.

Step 2: Play the map and try to get the special object.

Expected Behaviour: If the special object is within Auto-Grab range, it is prioritized over every other object, even when it isn’t the closest one.

Getting Eliminated While Holding an Object

Step 1: Start a round.

Step 2: Grab an object.

Step 3: Throw yourself off the map while holding the object.

Expected Behaviour: The player doesn’t start the next round holding the object, and the Auto-Grab code doesn’t think the player is still holding one.

Throwing Objects at an Auto-Grab Player

Step 1: Start a round.

Step 2: The first player throws objects at full and medium speed at the Auto-Grab player.

Step 3: The Auto-Grab player faces the throwing player and doesn’t move.

Expected Behaviour: The Auto-Grab player can’t grab objects that are in the thrown state, so they are hit by every incoming object.

Auto-Grab During a Dash

Step 1: Turn on Auto-Grab.

Step 2: Place several objects along a straight path.

Step 3: Dash through the objects.

Step 4: Repeat Step 3, this time doing the wave dash input (hold jump at the exact end of the dash) near an object.

Expected Behaviour: Auto-Grab behaves the same during a dash as when walking: it grabs objects in range without interrupting the dash, and grabbing an object doesn’t trigger the wave dash or change the jump height.

Grabbing Through Walls

Step 1: Turn on Auto-Grab.

Step 2: Create a custom map with an object behind a wall or under a platform, within Auto-Grab range.

Step 3: Stand on the other side of the wall or platform.

Expected Behaviour: The object isn’t grabbed through the wall or platform.

Grabbing an Object Held by Another Player

Step 1: Start a round with two players and turn on Auto-Grab for Player 1 only.

Step 2: Player 2 grabs an object.

Step 3: Player 1 stands right next to Player 2.

Expected Behaviour: Auto-Grab doesn’t steal the object from Player 2. Player 1 only grabs objects that no one is holding.

Results

#	Test	Category	Passed
1	Controller Disconnection	Menu	☒
2	Right Before the Game Starts	Menu	☐
3	Turning Auto-Grab On and Off During a Round	Menu	☒
4	Spamming the Auto-Grab Button	Menu	☒
5	Being Eliminated	Gameplay	☒
6	Spamming the Grab Button	Gameplay	☐
7	Special Objects Surrounded by Normal Objects	Gameplay	☒
8	Getting Eliminated While Holding an Object	Gameplay	☐
9	Throwing Objects at an Auto-Grab Player	Gameplay	☒
10	Auto-Grab During a Dash	Gameplay	☒
11	Grabbing Through Walls	Gameplay	☐
12	Grabbing an Object Held by Another Player	Gameplay	☐