Testing

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| Bugs Found | How They Were Fixed |
| UI not resetting when level reloads | Reset variables back to their original value |
| UI Time Not Updating | Linked up timer label text with the correct variable |
| Enemies not moving towards player | The Ray Casting needed me to set the scene environment to be the correct layer for it to work. I put the environment layer on the scene environment and everything worked as expected. |
| Not changing level when victory conditions were met | Put in the correct name in the load level method. I fixed this but it still didn’t work. I forgot to add the next level to the build. Once I did it was working |
| Was allowing me to leave the level when it shouldn’t have | I had to set the HasKey variable to false when a new level was started or the level restarted |
| Player was falling through the one of the platforms | Fixed the platforms box collider |
| Enemies weren’t damaging player | Reconnected the Enemy script to the prefab |
| Super Jump Pickup wasn’t working | I had to make the jump power variable in the third person controller accessible |
| Multiple Pickups weren’t being picked up when touched by player | Had to edit colliders |
| Some coins were not spinning like I wanted them to | I attached the script to the mesh instead of the whole prefab |
| Player was falling through level again | I accidentally switched the collider as a trigger and had to turn it back off |
| A Scene wouldn’t load | I had to add “using UnityEngines.SceneManagement”  To the top of C sharp file |

Player Testing

A fellow class member tried out the game and pointed out a few problems

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| Problems | Solution |
| Player Turning too quick | Slowed down rotation speed |
| Some of the jumps were too hard | Closed gaps between platforms to make jumps easier |
| Not enough time to complete level | Allowed more time before level resets |