

**CM3133 – Games Prototyping – Testing Documentation****Name : Adam Polec****Student ID Number : 2112164****Game Name : Labyrinth Thief**

<b>Colour Codes</b>	<b>MUST</b>	<b>SHOULD</b>	<b>COULD</b>
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<b>Item Tested</b>	<b>Expected result</b>	<b>Actual Result</b>	<b>Comment</b>
Movement by Pressing W	Player Moves Forward	Player Moves Forward	Works as expected
Movement by Pressing A	Player rotates to the Left	Player rotates to the Left	Used the code from lectures, makes the sprite move freely
Movement by Pressing S	Player Moves Back	Player Moves Back	Works as Expected
Movement by Pressing D	Player rotates to the Right	Player rotates to the Right	Used the code from lectures, makes the sprite move freely
Shooting by Pressing L	Player shoots a bullet	Player Shoots a Bullet	Works as Expected
Audio	Shooting sound is played	Shooting sound is Played	Works as Expected
	Bullet is destroyed on collision with maze wall	Bullet is destroyed on collision with maze wall	Works as Expected
	Bullet is destroyed on collision with enemy	Bullet is destroyed on collision with enemy	Works As Expected
	Bullet collision destroys enemy after 3 hits	Bullet collision destroys enemy after 3 hits	Works As Expected
	Particles appear when bullet hits enemy	Particles appear when bullet hits enemy	Works as Expected

Audio	Enemy plays explosion audio as death sound	Enemy plays explosion audio as death sound	Works as Expected
Background Music	Background music plays during first game level	Background music plays during first game level	Works as Expected
	Background music plays during second game level	Background music plays during second game level	Works as Expected
	Background music plays when on menu scene	Background music plays when on menu scene	Possible coding Error, no major problems
	Background music stops playing when on end scene	Background music stops playing when on end scene	Possible coding Error, no major problems
Player picks up collectible	Blue Gem disappears on collision	Blue Gem disappears on collision	Works as Expected
	Red Gem disappears on collision	Red Gem disappears on collision	Works as Expected
	Score Increases by Blue Gem's value	Score Increases by Blue Gem's value	Works as Expected
	Score Increases by Red Gem's value	Score Increases by Red Gem's value	Works as Expected
Audio	Collection sound is played when Gems are picked up	Collection sound is played when Gems are picked up	Works as Expected
	When a specific score is reached, particle effects will be present on the Orb	When a specific score is reached, particle effects will be present on the Orb	Works As Expected
	Orb disappears on collision	Orb disappears on collision	Works as Expected
	Particles disappears with the Orb on collision	Particles disappears with the Orb on collision	Works as Expected
	Score is Increased by Orb's value	Score is Increased by Orb's value	Works as Expected
Player Collides with Exit	Next Scene is Generated	Next Scene is Generated	Works as Expected
	Objects shift to new positions	Objects shift to new positions	Works as Expected

	Score is saved when going to next scene	Score is reset	Was not planned for Implementation
Enemy Movement	Enemy moves from left to right	Enemy is stationary	Difficult to Implement
	Enemy moves from top to bottom	Enemy is Stationary	Difficult to Implement
	Enemy shoots at player	Enemy does not shoot	Difficult to Implement