

ADVENTURE PROJECT TESTERS DOCUMENT

By signing this document, I promise that any comment or criticism I give is free of any bias both good and bad. In addition, I will not tamper with or steal the original code or concepts within.

Tester's Name: Gil Rios

Date of Testing: 08/16/2021

Tester Findings and Comments:

<p>During my main test run of the program, not many errors occurred other than a slight logic error in the first room and a typo in the third. The simple typo was just a missed space between “With a” during one of the dialog moments of the puzzle. But the main issue was in the first room. During the blind run of the code, the bookshelf had notes on a musician that played to drive away darkness alongside a cd of one of his songs. When the player approaches the door to leave the room, they are to be greeted by complete darkness. The solution to the puzzle is to play the music on the audio player to “drive away the darkness” but if the door is approached with the music playing, there was still darkness. When I backtracked a little and stopped playing the music, the door was no longer blocked. My assumption is that I may have missed a flag to check the state of the music player to determine the state of the hallway because I had started playing the music first. Because the music was already playing, when I approached the door second, the check started with a 1 for the music playing instead of the normal 0. Upon a second playthrough of the room, I found that there is no actual flag set and that the door is available from the beginning without looking at the bookshelf. Unless I interpreted the solution wrong, there seems to be a simple flip of the check and the solutions are reversed. Other than these two issues, and the second puzzle being far to simple, there were no other issues found in the program from the outside.</p>
