Test Summary Report 11-22-2021

Purpose: The purpose of this test report is to find bugs and any area of improvement that the game still requires. This would give the backbone group a clear direction as to what needs to be done. As the product is still in its demo phrase, testing is done on the components that have currently been implemented and not the final product.

**Test 1 – Spam Clicking**

Game didn’t freeze or glitch when clicking swapping between PAUSE, PLAY, and EXIT quickly.

**Test 2 – Refresh**

Game was still functional after multiple refreshes.

**Test 3 – Collison Detection**

Points increase when anywhere is clicked, the collision detection system currently doesn’t work.

**Test 4 – Multiple Attempts**

Scoring system glitches and reports the wrong score when game is repeatedly played.

**Professor Position and Background**

Graphics needs to be informed of the non-transparent background for the professor, also the position of the professor is incorrect and should be made relative to the end user instead of the development environment. The professor’s whole body can also be seen which means the graphics teams needs to create a desk sprite for the professor to hide behind.

**Introduction and UI**

A title screen or a form of instruction should be created to point out how the game operates, including how the score works and the conditions to losing.

**Size**

Similar to what has been said about the professor, the background and size of the professor also needs to be made relative, as the background doesn’t fit correctly during testing and professors seems too small.