

Sojourn Verification Document

Overview

The purpose of this document is to identify the work done by **Logic Team Chris** that has been confirmed to work properly through testing.

This document does not address individual test cases, nor does it provide results for any specific test. Instead, it is simply meant to list out core functions that have been completed.

Chris Klassen

TEST NUMBER	TEST DESCRIPTION
1	Map Generation properly fails when invalid dimensions are supplied.
2	Map zones are properly generated no matter the map size.
3	Map blocks are properly created no matter the map size.
4	Map block types are properly assigned, taking into account percent chances of each block type.
5	Map tiling works perfectly on all map sizes.
6	The enemy hierarchy file is loaded and interpreted properly.
7	The enemy hierarchy is constructed from file contents.
8	The enemy hierarchy retrieve function works with step-ups and no step-ups.
9	Enemies are generated on the map in logical groups based on the enemy hierarchy and selection choices.
10	The ability manager retrieves ability data based on the identifier passed in.
11	Vessels and enemies all have drop shadows in the correct locations.
12	All scenes have the correct zoom factor.
13	All GUI elements in scenes are aligned properly.
14	Vessel images appear in the Lobby for each connected player.
15	Enemies generate properly on both the server and the client.
16	Players generate in random corners of the map.
17	The server and the client generate the game map using the same seed.
18	Minibosses are generated in their proper blocks.
19	Structure generation code works (but is not used in the final version).
20	The GameScene is created and populated properly.

Julian Brandrick

TEST NUMBER	TEST DESCRIPTION
1	Deity ability buttons are displayed to the screen
2	Deity ability cool-downs temporarily disable button after click
3	Deity abilities affect Vessel health and speed
4	Deity abilities affect Gatekeeper health and speed
5	Vessels die after health falls below zero
6	Gatekeepers die after health falls below zero
7	Deity abilities each have a different casting graphic
8	Each casting graphic has its own duration
9	After the duration expires the graphic disappears
10	When an ability is cast a skill event is sent from the deity client
11	This skill event is caught and interpreted by the server
12	It is then sent to all affected clients and entities
13	All players are then notified of this ability
14	This notification tells the client which casting graphic to display
15	Skill events propagate throughout the client/server correctly
16	Deities assigned points based on ability used and entities affected
17	Enemy spawning will not spawn on top of entities
18	Deity ranged abilities affect all entities within range equally
19	Entities are associated with specific types
20	Entity type is used to affect Vessels and Gatekeepers differently