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

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| 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

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| Test Number | Test description |
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