Tests marked in green are successes, whilst tests marked in red are failures. Tests marked orange were partial successes.

|  |  |
| --- | --- |
| Test | Result |
| The game loads to the transition screen |  |
| The game transition screen displays properly |  |
| The random generation creates a map |  |
| The point finder doesn't loop indefinitely (should cap at 30 attempts) |  |
| The player spawns at an entrance |  |
| The player doesn't spawn in a wall |  |
| The player can move and collide with walls |  |
| The player can attack enemies |  |
| Enemies spawn on the map |  |
| Enemies can pathfind to the player |  |
| Enemies can attack the player |  |
| Slimes and bats have the correct pathfinding abilities (ie. Bats can fly over walls whereas slimes have to use the tunnels) |  |
| The light shrinks and the timer counts down |  |
| The minimap works as intended, revealing only areas the player has seen |  |
| The player dies with no game over screen if the countdown reaches zero | V |
| The player dies if their health reaches zero | V |
| The player can play up to the first level's exit |  |
| The level up screen displays upon exiting the level |  |
| The experience slowly fills up and levels up upon reaching its maximum | V |
| The player can upgrade their stats after gaining a level up | V    V    V |
| A scoreboard is displayable and viewable onscreen |  |