**Project Title:**

Project Abyss

**Regression Testing Report - Version [**April 7th Build**]**

Date:

April 7th, 2024

Prepared by:

Alexander McTernan

**Summary:**

The regression testing for Version [April 7th Build] of [Project Abyss] was conducted to ensure that recent code changes have not adversely affected the existing functionality of the game. This report provides an overview of the regression testing process, including test execution details, identified issues, and any necessary follow-up actions.

This test handles bug number 93, which included the Divebot causing a crash if the player tried to =exit the cave while possessing it, and then testing for any side effects afterwards.

**Test Environment:**

* Game Version: [April 7th Build]
* Platform: [PC]
* Build Date: [April 7th, 2024]
* Tested by: [Alexander McTernan]

**Test Cases Executed:**

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case ID | Test Case Description | Pass/Fail | Comments |
| TC001 | Die in Shallows cave and Possess Divebot | Pass | No Hitches here |
| TC002 | Exit the Shallows Cave as Divebot | Pass | This is a new fix. I previously crashed due to Widgets not having null checks. |
| TC003 | Respawn Player at Boat when returned to boat. | Fail | Player Respawns, but inventory gets screwed up. All the equipment is wiped but the camera, but its icon in the hotbar is also removed. |
| TC004 | Return to cave as player | Pass | Icon for Camera reappears. Something wrong with the saving and loading. |

**Test Execution Details:**

* Total Number of Test Cases: 4
* Pass: 3
* Fail: 1
* Blocked: 0
* Not Executed: 0

**Identified Issues:**

**New Defects:**

|  |  |  |  |
| --- | --- | --- | --- |
| Defect ID | Description | Severity | Status |
| D001 | Equipment icons are wiped. | Critical | Open |

**Existing Defects:**

|  |  |  |  |
| --- | --- | --- | --- |
| Defect ID | Description | Severity | Status |
| ED001 | Crashed as exiting cave as Divebot | Critical | Fixed |

**Follow-up Actions:**

* Resolved Defects: ED001: Fixed
* Unresolved Defects: D001: Open
* Re-testing: D001 once the code has been investigated.
* Additional Comments: It has something to do with the Save and load system. It is not doing something while loading the level as the divebot versus the player.

**Conclusion:**

The regression testing for Version [April 7th Build] of [Project Abyss] has provided insights into the impact of recent code changes on the existing functionality. The testing team recommends [adjustment] based on the identified issues. Further testing or development activities may be necessary to address any outstanding concerns.

Will need to perform another test to resolve the icons disappearing. Therefore, these changes are not being pushed to the main branch until this is resolved, as it is game breaking.

**Signature:**

Alexander McTernan