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| **Test Name** | **Test Description** | **Test Results** |
| WindowCreation | Tests the window pointer is not null and has been created | SUCCESS |
| SceneCreation\_NEW | Tests whether a new scene is created by changing current scene | SUCCESS |
| SceneCreation\_OLD | Doesn’t create new scene if scene already exists | SUCCESS |
| ShowScene | Changes to the desired scene by name | SUCCESS |
| DeleteScenes | Destroys the scene scheduled for deletion from memory | SUCCESS |
| GetValidObject | Returns a pointer to the address of the object desired | SUCCESS |
| GetInvalidObject | Returns a null pointer if the object is not found | SUCCESS |
| GetCurrentScene | Returns the address of the current scene | SUCCESS |
| GetScene | Returns the address of the scene by the name passed | SUCCESS |
| UpdateView | Updates the view’s centre based on a particular scene’s centre | SUCCESS |
| GameOverQuitTextPress | Returns to the main menu scene from the game over scene | SUCCESS |
| PauseResumeTextPress | Returns the level scene from the pause scene | SUCCESS |
| PlayerMoveRight | Player moves right | SUCCESS |
| PlayerMoveLeft | Player moves left | SUCCESS |
| PlayerJump | Player jumps | SUCCESS |
| PlayerJumpRight | Player jumps and continues to move right | SUCCESS |
| PlayerJumpLeft | Player jumps and continues to move left | SUCCESS |
| ClearLevel | Deletes all objects in the scene from memory | SUCCESS |
| DisableObjectRender | Objects out of a certain range are no longer drawn (Sqrt(90) view coordinates | SUCCESS |
| HUDPositionUpdate | HUD elements are repositioned based on the updated scene centre | SUCCESS |
| InitLevel | Creates all the objects in the scene and setups any other requirements | SUCCESS |
| SceneEnabled | The scene’s enabled variable can be changed | SUCCESS |
| KeyHUDTextureUpdate | Once the key has been collected, the key HUD icon changes texture to reflect that state | SUCCESS |
| LevelPauseTextPress | Loads the pause scene from the level | SUCCESS |
| GemTextCountChange | HUD element for gem count updates when game updates | SUCCESS |
| LivesTextCountChange | HUD element for player lives count updates when game updates | SUCCESS |
| GameOverGemsText | Game over scene shows the gem count of the player | SUCCESS |
| PlayerGem | Gem count for player increases on contact | SUCCESS |
| PlayerGemDeleted | Gem is deleted on contact with player | SUCCESS |
| PlayerLava | Player loses a life and respawns on contact | SUCCESS |
| PlayerEnemy | Player loses life and respawns on contact | SUCCESS |
| PlayerKey | Player destroys key and sets collectedKey bool | SUCCESS |
| PlayerDoorWithNoKey | No contact response if player doesn’t have key and collides with door | SUCCESS |
| PlayerDoorWithKey | Game ends if player has the key and collides with door | SUCCESS |
| PlayerGravitySwitch | Player’s personal gravity is inversed on collision with switch | SUCCESS |
| PlayerFootStaticBlock | Player’s foot collision count increases when in collision with any object | SUCCESS |
| PlayerDoorSensor | Iron doors open when player is in contact with door sensor | SUCCESS |