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| Project Name being tested | Test Date | Expected Results | Actual Results | Pass/Fail | What can be done next time |
| Tile Based | 23/04/2024 | Makes a random coloured tile-based map | Made a random coloured tile-based map | Pass | Add actual tiles and change the code for that so it works with more than just one prefab |
| Character Controller | 23/04/2024 | The player can move around by clicking on the terrain and can get followed by the enemy | Works how its expected | Pass | Make it so the enemy can damage the player and make it so it the map is bigger |
| Dialog system | 23/04/2024 | The Dialog system is supposed to have a quest for you | Works how it should but has a warning because it is not refined to the best it could be | both | Spend more time on learning how to make a better dialog system |
| Text Adventure | 23/04/2024 | You should be able to make a character and then start the first Adventure | Works how it is expected | Pass | Could have spent more time on it and develop it further |
| Physics game | 23/04/2024 | You should be able to move a maze around in any direction and you should be able to have a counter that works after knocking down some pins | The maze works how it should but the pins nor the counter works | Both | Could have refined it more and make it so all the code works |