Black Box Testing Results

	Test	Result (yes/no)	Comments/Issues
			<u>,</u>
Male Character	Can the character	Yes	n/a
	move left		,
	Can the character	Yes	n/a
	move right		,
	Can the character	Yes	n/a
	jump		
	Can the character	Yes	n/a
	double jump		
	Can the character	Yes	n/a
	block		
	Can the character	No	n/a
	block in the air		
	can the character	Yes	n/a
	attack using standing		
	kick on the ground		
	Can the character	No	n/a
	attack using standing		
	kick in the air		
	Can the character	Yes	n/a
	attack using standing		
	punch on the ground		
	Can the character	No	n/a
	attack using standing		
	punch in the air		
	Can The character use	Yes	n/a
	aerial kick in the air		•
	Can the character use	No	n/a
	aerial kick on the		,
	ground		
	Is there an animation	Yes	n/a
	for standing kick		, -
	Is there a sound effect	Yes	n/a
	for standing kick		.,, .
	Is there a particle	Yes	n/a
	effect for standing		1 ~-
	kick		
	Is there an animation	Yes	n/a
	for standing punch	103	11/ α
	Is there a sound effect	Yes	n/a
		103	πιμα
	for standing punch		

	Is there a particle	Yes	n/a
	effect for standing	163	II/ a
	punch		
	Does the character	Yes	n/a
	deal damage for the	163	ii/a
	standing kick attack		
	Does the character	Yes	n/a
	deal damage for the	163	li/a
	_		
	standing punch attack Does the character	Yes	2/2
		163	n/a
	deal damage for the aerial kick attack		
	Does the knockback	Yes	2/2
	scale with there	res	n/a
	attacks at higher		
	percentages		
Fomala Character	Can the character	Voc	n/2
Female Character	move left	Yes	n/a
		Vaa	2/2
	Can the character	Yes	n/a
	move right		,
	Can the character	Yes	n/a
	jump		,
	Can the character	Yes	n/a
	double jump		,
	Can the character	Yes	n/a
	block		,
	Can the character	No	n/a
	block in the air		
	can the character	Yes	n/a
	attack using standing		
	kick on the ground		
	Can the character	No	n/a
	attack using standing		
	kick in the air		
	Can the character	Yes	n/a
	attack using standing		
	punch on the ground		
	Can the character	No	n/a
	attack using standing		
	punch in the air		
	Can The character use	Yes	n/a
	aerial kick in the air		
	Can the character use	No	n/a
	aerial kick on the		
	ground		

	Is there an animation	Yes	n/a
	for standing kick Is there a sound effect for standing kick	Yes	n/a
	Is there a particle effect for standing kick	Yes	n/a
	Is there an animation for standing punch	Yes	n/a
	Is there a sound effect for standing punch	Yes	n/a
	Is there a particle effect for standing punch	Yes	n/a
	Does the character deal damage for the standing kick attack	Yes	n/a
	Does the character deal damage for the standing punch attack	Yes	n/a
	Does the character deal damage for the aerial kick attack	Yes	n/a
	Does the knockback scale with there attacks at higher percentages	Yes	n/a
Coliseum Stage	Can either player hit the top horizontal blast zone	Yes	n/a
	Can either player hit the bottom horizontal blast zone	Yes	n/a
	Can either player hit the left vertical blast zone	Yes	n/a
	Can either player hit the right vertical blast zone	Yes	n/a
	Do the players respawn when hitting the top horizontal blast zone	Yes	n/a
	Do the players respawn when hitting	Yes	n/a

	the bottom horizonal		
	blast zone		
		Yes	 n/a
	Do the players	res	II/a
	respawn when hitting he left vertical blast		
	zone	.,	
	Do the players	Yes	n/a
	respawn when hitting		
	he right vertical blast		
	zone		
	Do the players lose	Yes	n/a
	stocks when hitting		
	the top horizontal		
	blast zone		
	Do the players lose	Yes	n/a
	stocks when hitting		
	the bottom horizontal		
	blast zone		
	Do players lose stocks	Yes	n/a
	when hitting the left		
	vertical blast zone		
	Do players lose stocks	Yes	n/a
	when hitting the right		
	vertical blast zone		
Cosmic Rift	Can either player hit	Yes	n/a
	the top horizontal		
	blast zone		
	Can either player hit	Yes	n/a
	the bottom horizontal		
	blast zone		
	Can either player hit	Yes	n/a
	the left vertical blast		
	zone		
	Can either player hit	Yes	n/a
	the right vertical blast		
	zone		
	Do the players	Yes	n/a
	respawn when hitting		
	the top horizontal		
	blast zone		
	Do the players	Yes	n/a
	respawn when hitting		
	the bottom horizonal		
	blast zone		
	blast zone Do the players	Yes	n/a

he left vertical blast zone		
Do the players respawn when hitting he right vertical blast zone		n/a
Do the players lose stocks when hitting the top horizontal blast zone	Yes	n/a
Do the players lose stocks when hitting the bottom horizonta blast zone	Yes	n/a
Do players lose stocks when hitting the left vertical blast zone	S Yes	n/a
Do players lose stocks when hitting the right vertical blast zone		n/a
Do the platforms wor for both character	k Yes	The functionality is a bit buggy, there isn't always a smooth transition jumping through platforms

White Box Testing

	Test	Result (Yes/No)	Comments/Issues
Male Character	Does the code work for the characters movement	Yes	n/a
	Does the code work for the block	Yes	n/a
	Does the code work for the Standing kick attack	Yes	n/a
	Does the code work for the Standing punch attack	Yes	n/a
	Does the code work for the aerial kick attack	Yes	n/a
	Does the code work for the jump/double jump	Yes	n/a
	Does the attack collision code work	Yes	The functionality is a bit buggy, player 1 has a collision with player 2

Female Character	Does the code work for	Yes	even though they are not colliding with each other. If both players are playing the same characters then player one's health value doesn't reset after respawning
remaie character	the characters movement		·
	Does the code work for the block	Yes	n/a
	Does the code work for the Standing kick attack	Yes	n/a
	Does the code work for the Standing punch attack	Yes	n/a
	Does the code work for the aerial kick attack	Yes	n/a
	Does the code work for the jump/double jump	Yes	n/a
	Does the attack collision code work	Yes	The functionality is a bit buggy, player 1 has a collision with player 2 even though they are not colliding with each other. If both players are playing the same characters then player one's health value doesn't reset after respawning
Coliseum Stage	Does the code spawn	Yes	n/a
	the players correctly Does the code respawn the players when hitting the top horizontal blast zone	Yes	n/a
	Does the code respawn the players when hitting the bottom horizontal blast zone	Yes	n/a
	Does the code respawn the players when	Yes	n/a

hitting the left vertical		
blast zone Does the code respawn	Yes	n/a
the players when		,
hitting the right vertical blast zone		
Does the code	Yes	n/a
decrement the player		,
stock count when hitting the top		
horizontal blast zone		
Does the code	Yes	n/a
decrement the player stock count when		
hitting the bottom		
horizontal blast zone		
Does the code decrement the player	Yes	n/a
stock count when		
hitting the left vertical		
blast zone Does the code	Yes	n/a
decrement the player	163	liya
stock count when		
hitting the right vertical blast zone		
Does the code reset	Yes	The functionality is a
the players health when hitting the top		bit buggy, if the players are playing the same
horizonal blast zone		characters, player 1
		health value doesn't
Door the code reset	Vos	reset correctly
Does the code reset the players health	Yes	The functionality is a bit buggy, if the players
when hitting the		are playing the same
bottom horizonal blast		characters, player 1 health value doesn't
zone		reset correctly
Does the code reset	Yes	The functionality is a
the players health when hitting the left		bit buggy, if the players are playing the same
vertical blast zone		characters, player 1
		health value doesn't
Does the code reset	Yes	reset correctly The functionality is a
the players health	163	bit buggy, if the players
		are playing the same

	when hitting the right vertical blast zone		characters, player 1 health value doesn't reset correctly
Cosmic Rumble	Does the code spawn the players correctly	Yes	n/a
	Does the code respawn the players when hitting the top horizontal blast zone	Yes	n/a
	Does the code respawn the players when hitting the bottom horizontal blast zone	Yes	n/a
	Does the code respawn the players when hitting the left vertical blast zone	Yes	n/a
	Does the code respawn the players when hitting the right vertical blast zone	Yes	n/a
	Does the code decrement the player stock count when hitting the top horizontal blast zone	Yes	n/a
	Does the code decrement the player stock count when hitting the bottom horizontal blast zone	Yes	n/a
	Does the code decrement the player stock count when hitting the left vertical blast zone	Yes	n/a
	Does the code decrement the player stock count when hitting the right vertical blast zone	Yes	n/a
	Does the code reset the players health when hitting the top horizonal blast zone	Yes	The functionality is a bit buggy, if the players are playing the same characters, player 1

Does the code reset the players health when hitting the	Yes	health value doesn't reset correctly The functionality is a bit buggy, if the players are playing the same
bottom horizonal blast zone		characters, player 1 health value doesn't reset correctly
Does the code reset the players health when hitting the left vertical blast zone	Yes	The functionality is a bit buggy, if the players are playing the same characters, player 1 health value doesn't reset correctly
Does the code reset the players health when hitting the right vertical blast zone	Yes	The functionality is a bit buggy, if the players are playing the same characters, player 1 health value doesn't reset correctly
Does the platform logic work correctly	No	Since adding the collision spheres to the characters, players don't transition smoothly while navigating platforms