Black Box Testing Results

	Test	Result (yes/no)	Comments/Issues
Male Character	Can the character move left	Yes	n/a
	Can the character move right	Yes	n/a
	Can the character jump	Yes	n/a
	Can the character double jump	Yes	n/a
	Can the character block	Yes	n/a
	Can the character block in the air	No	n/a
	can the character attack using standing kick on the ground	Yes	n/a
	Can the character attack using standing kick in the air	No	n/a
	Can the character attack using standing punch on the ground	Yes	n/a
	Can the character attack using standing punch in the air	No	n/a
	Can The character use aerial kick in the air	Yes	n/a
	Can the character use aerial kick on the ground	No	n/a
	Is there an animation for standing kick	Yes	n/a
	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
Female Character	Can the character move left	Yes	n/a
	Can the character move right	Yes	n/a
	Can the character jump	Yes	n/a
	Can the character double jump	Yes	n/a
	Can the character block	Yes	n/a
	Can the character block in the air	No	n/a
	can the character attack using standing kick on the ground	Yes	n/a
	Can the character attack using standing kick in the air	No	n/a
	Can the character attack using standing punch on the ground	Yes	n/a
	Can the character attack using standing punch in the air	No	n/a
	Can The character use aerial kick in the air	Yes	n/a
	Can the character use aerial kick on the ground	No	n/a

	Is there an animation for standing kick	Yes	n/a
	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		
	Do the players respawn when hitting he left vertical blast zone	Yes	n/a
	Do the players respawn when hitting he right vertical blast zone	Yes	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 horizontal blast zone	Yes	n/a
	Do players lose stocks when hitting the left vertical blast zone	Yes	n/a
	Do players lose stocks when hitting the right vertical blast zone	Yes	n/a
Cosmic Rift	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 the bottom horizonal blast zone	Yes	n/a
	Do the players respawn when hitting	Yes	n/a

	Test	Result (Yes/No)	Comments/Issues
	he left vertical blast zone		
	Do the players respawn when hitting he right vertical blast zone	Yes	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 horizontal blast zone	Yes	n/a
	Do players lose stocks when hitting the left vertical blast zone	Yes	n/a
	Do players lose stocks when hitting the right vertical blast zone	Yes	n/a
	Do the platforms work for both character	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

			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
Female 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 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 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	Yes	n/a

	hitting the left vertical blast zone		
	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 health value doesn't reset correctly
	Does the code reset the players health when hitting the bottom horizonal 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 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	Yes	The functionality is a 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

			health value doesn't reset correctly
	Does the code reset the players health when hitting the bottom horizonal 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 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