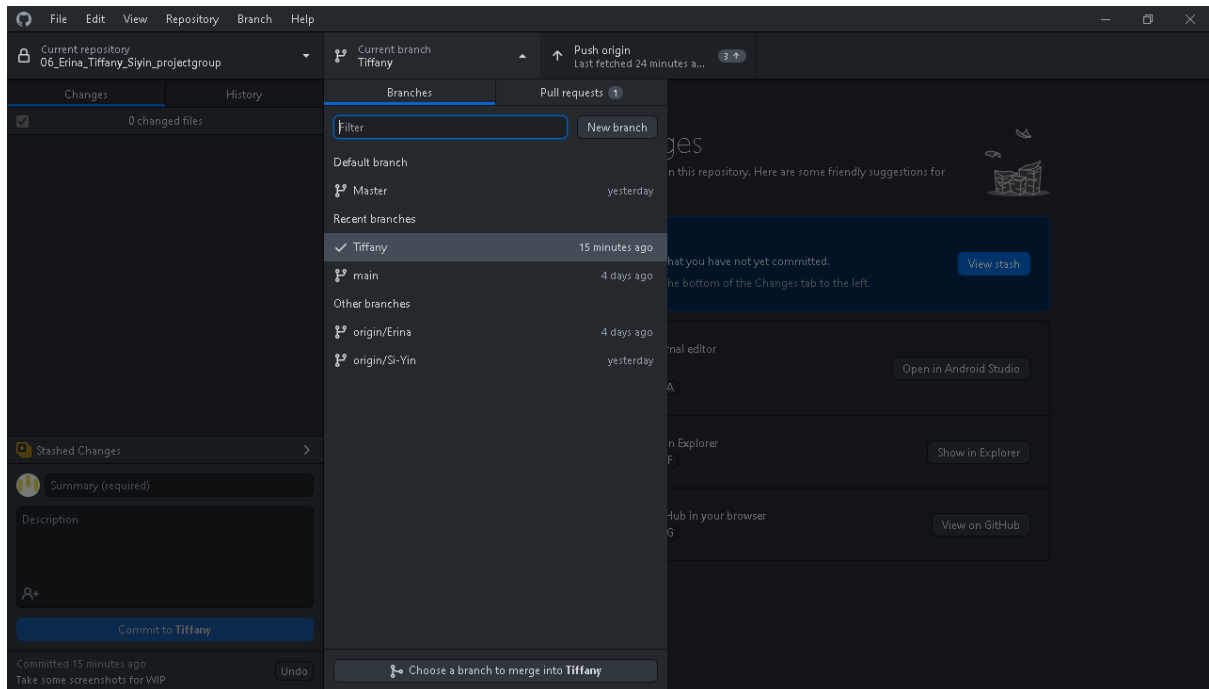## List down the function and features that you have implemented.
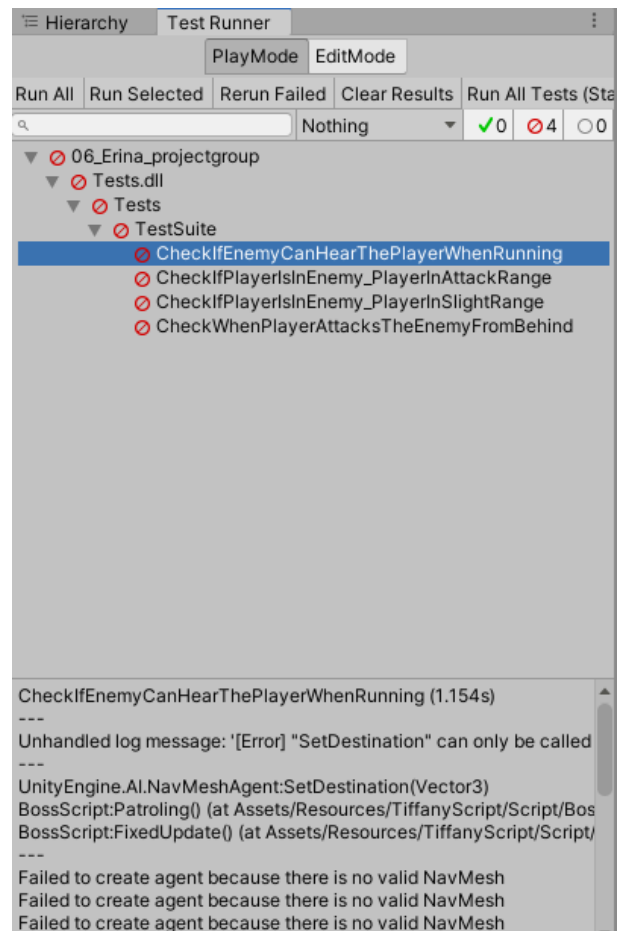
- Knight n Coffin Guard/Plague doctor AI scripts (detection behaviour and logic) and all their animations states.

- The whole tutorial level scripts and events including the tutorial knight AI n Animation states.

- The rules and conditions to win or lose in level 2.

- The player mechanic to knock out any guard/knight/Coffin guard/Plague doctor in tutorial level and level 2.

Wait a min...The guard has turn behind! Quick! Sneak behind him and press Q to knock him out!
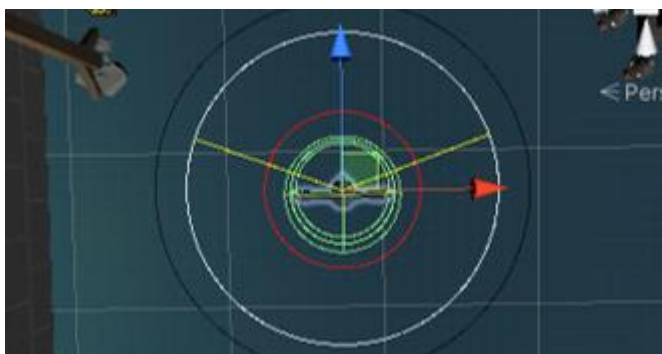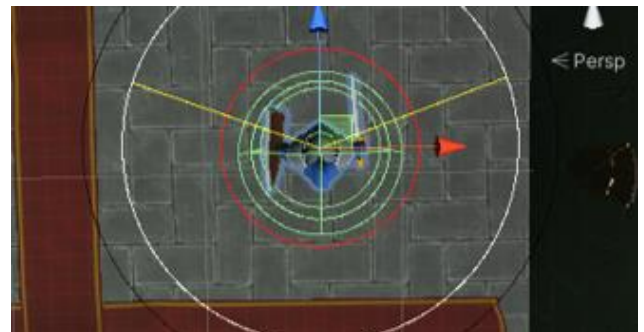
Branches and Merges (Screenshot)

Unity Test Runner (Screenshot)

11_Tiffany_TestSuite

```csharp
public class TestSuite
{
    private Eri_malechara EriScript;
    private BossScript bossscript;
    private Eri_gemcollector gemcollector;
    private GameObject Knight;
    private GameObject Player;

    [SetUp]
    public void Setup()
    {
        GameObject TutorialLevelScene =
            MonoBehaviour.Instantiate(Resources.Load<GameObject>("TiffanyScript/Prefabs/TutorialLevel"));

        Knight =
            MonoBehaviour.Instantiate(Resources.Load<GameObject>("TiffanyScript/Prefabs/Knight"));
        bossscript = Knight.GetComponent<BossScript>();

        Player =
            MonoBehaviour.Instantiate(Resources.Load<GameObject>("TiffanyScript/Script/Erina/Player"));
        EriScript = Player.GetComponent<Eri_malechara>();
        gemcollector = Player.GetComponent<Eri_gemcollector>();

    }
```

```csharp
[TearDown]
public void Teardown()
{
    Object.Destroy(EriScript.gameObject);
    Object.Destroy(bossscript.gameObject);
    Object.Destroy(gemcollector.gameObject);
}

private void GuardBehindPlayer()
{
    Player.GetComponent<Transform>().position = new Vector3(0, 0, 0);
    Knight.GetComponent<Transform>().position = new Vector3(0, 0, -5);
}

private void PlayerBehindGuard()
{
    Player.GetComponent<Transform>().position = new Vector3(0, 0, -5);
    Knight.GetComponent<Transform>().position = new Vector3(0, 0, 0);
}
```

```
[UnityTest]
public IEnumerator CheckIfPlayerIsInEnemy_PlayerInSlightRange()
{
    GuardBehindPlayer();

    yield return new WaitForSeconds(0.1f);

    Assert.True(BossScript.PlayerInSightRange);
}

[UnityTest]
public IEnumerator CheckIfPlayerIsInEnemy_PlayerInAttackRange()
{
    GuardBehindPlayer();

    yield return new WaitForSeconds(0.1f);

    Assert.True(BossScript.PlayerInAttackRange);
}

[UnityTest]
public IEnumerator CheckWhenPlayerAttacksTheEnemyFromBehind()
{
    PlayerBehindGuard();
    EriScript.Attack();
    yield return new WaitForSeconds(0.1f);

    Assert.False(BossScript.IsActive);
}
```

```
[UnityTest]
public IEnumerator CheckIfEnemyCanHearThePlayerWhenRunning()
{
    PlayerBehindGuard();
    EriScript.Run();
    bossscript.HearPlayerLocation();
    yield return new WaitForSeconds(0.1f);

    Assert.True(bossscript.HearDistance < bossscript.HearRadius && Eri_malechara.moveSpeed >= 5);
}
```

Test report by Tiffany

Test case ID	Description	Input	Expected Results	Actual Results	Pass/Fail	Remarks
1	Verifying what happens if the players walk near the guard but has a wall blocking. (Knight or coffin)	Keyboard (WASD Arrow keys)	The guard will just do its usual patrolling	The guard didn't notice the player at all n continue its walk path	PASS	-
2	Verify what happens if a guard (Knight or coffin guard) collides with an obstacle/wall	Script	The guard will move in a different direction/ change its walk path	The guard was struck for a while, but soon it changes it direction n walk somewhere else	PASS	-
3	Verifying what happens when the guard (Knight or coffin guard) saw the player.	Script	The guard will chase after the player.	The guard run towards the player location.	PASS	-
4	Verifying what happens if the players run near the guard but has a wall blocking (Knight or coffin guard)	Keyboard (Shift key, WASD Arrow keys)	The guard will turn in the direction of where the player is but properly won't be able to see	The guard turns its entire body to the player direction, and it tries to walk towards where the player is, but when I stop running and hide behind another wall, it just walks to where I last run unable to find the player.	PASS	-
5	Verifying what happens if the player managed to outrun the guard (Knight or coffin guard)	Keyboard (Shift key, WASD Arrow keys)	The guard will give up n go back to patrolling event	The guard stop its running animation and change to idle for a while and walk somewhere else away from the player	PASS	-

6	Verifying What happens if guard managed to attack the player	Script	Will go GameOver screen	GameOver UI show up along with the quit button and restart button.	PASS	-
7	Verifying what happens when Player collects a gem in level 2	Script	The gem will disappear and the number of gems plus 1	The gem disappear and the gem collect UI has been updated plus 1.	PASS	-
8	Verifying what happens when Player collects all the gems in level 2 and touches the gate	Script	It will Displays game win Screen	It displays the game win Screen	PASS	-