

## 06\_Erina\_IndividualTask

I have implemented the following features:

1. Player controller, camera controller, door controller
2. Main game objective (collect 8 gems in each level 1 & 2)
3. Level design of tutorial, Lvl1 & 2
4. Post processing effects & Lighting
5. UI (Pause, Replay, Quit, game win & lose, Timer and gem count, Dialogue UI, Instruction)
6. Sound effects and particle effects
7. Monologue system



## Test report

Test Case ID	Description	Input	Expected Result	Actual Result	Pass/Fail	Remarks
1	Player movement	WASD, mouse rotation & arrow keys	Player can move and turn around using these inputs	Player can move	Pass	-
2	Collect a gem add 10seconds to time	UI Timer add 10seconds to current timer. Gem count UI displayed on screen	Collect a gem add 10seconds to timer UI	Player has more time to escape	Pass	-
3	Door move upwards	-	Player can pass through after the door is open	Door can go up and down if player is near	Pass	--
4	Player go to level 2	-	After collecting 8 gems player and	After collecting 8 gems player	Pass	-

	after collecting 8 gems		finding the end goal, player will move to level 2	and finding the end goal, player will move to level 2		
5	Collecting gems play effects	WASD, mouse rotation & arrow key to move around the levels	Play a confetti particle effect and sound effects after collection of the gems	Play a confetti particle effect and sound effects after collection of the gems	Pass	-
6	Game Lose	Replay button, game lose UI displayed on screen	If Player fails to collect gems within the game limit player will lose	If Player fails to collect gems within the game limit player will lose	Pass	-
7	Jump to reach the gems	Spacebar-jump	Player can jump to reach gems at higher places	Player can jump to reach gems at higher places	Pass	-
8	Message prompt if player tried to go to end goal with less than 8gems	UI message displayed on screen to warn players	"Note: Please find all 8 gems in this level!", message will be display on screen.	"Note: Please find all 8 gems in this level!", message will be display on screen and will go away after 5seconds	Pass	-
9	Player's character Dialogue	Left Click on UI to go next.  Start button to go play scene (Level 1)	The heavy attack seems to totally knock him out...  "Breathing...still breathing".  Whatever! Let's get out of here first before he's awake...  [You Leave your prison cell]  [In somewhere the clock is tickling I am running out of time]  Let's try to MOVE around	UI dialogue pops up and play. When left Click on UI go next line. After finishing dialogue, the UI closes itself. There is a start button for player to jump to next scene to skipped dialogue	Pass	-

			<p>maybe I can find SOMETHING</p> <p>Oh look! A glowing gem, let's find more of this</p> <p>Once we find all of it, let's get out of here...</p>			
10	Pause menu	<p>Escape key to on/off pause menu.</p> <p>Mouse click on quit button, Resume button</p>	Able to pause or resume the game while stopping the BGM.	Can pause the game	Pass	-
11	Restart game levels or go next level	Mouse click on restart button and next level	Restart current level also reset the BGM	Replay current level or go to next scene	Pause	-

## Branching “Erina”

ErinaNg / 06\_Erina\_Tiffany\_Siyin\_projectgroup
Private

Code Issues Pull requests 1 Actions Projects Security Insights Settings

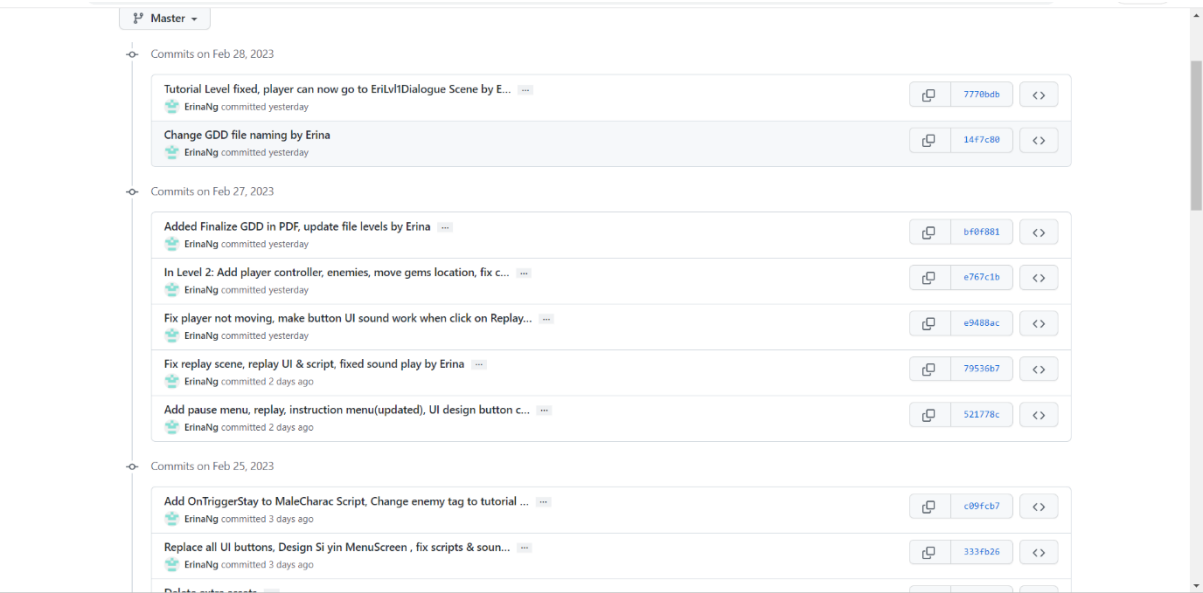
Erina 5 branches 0 tags
Go to file Add file Code

This branch is 98 commits behind Master. #2

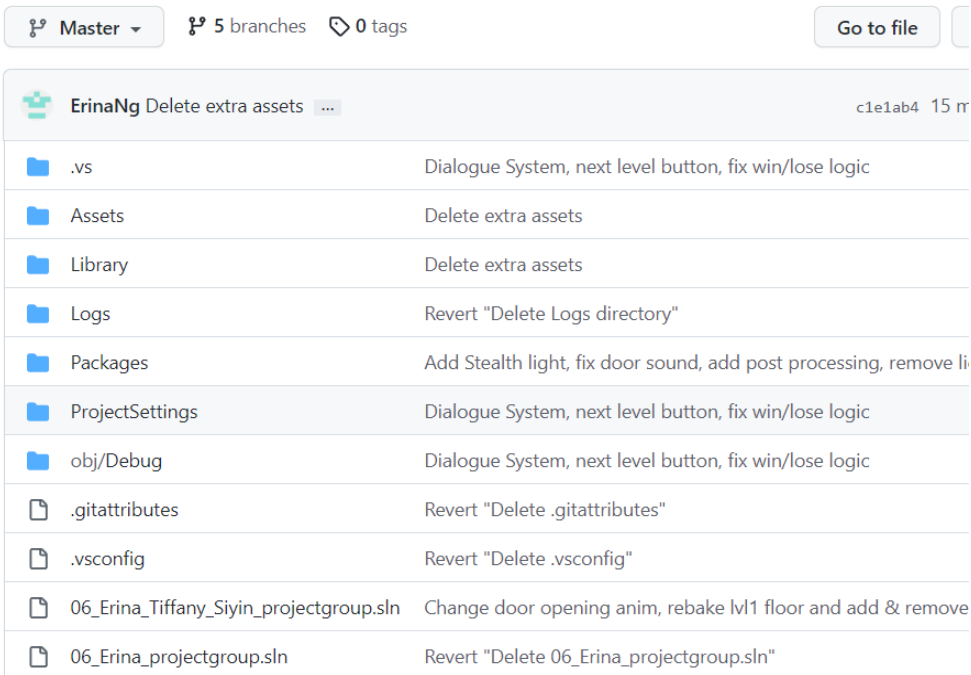
ErinaNg Merge 1 to Main File by Erina
816c97f 5 days ago 13 commits

.vs	Prompt text to player, fixed UI, baked lighting add grass textures by...	5 days ago
Assets	Prompt text to player, fixed UI, baked lighting add grass textures by...	5 days ago
Library	Merge 1 to Main File by Erina	5 days ago
Logs	Initial commit	last week
Packages	Initial commit	last week
ProjectSettings	Add Jail door asset did auto anim, script and sound effect by Erina	last week
obj/Debug	Change door opening anim, rebake lv1 floor and add & remove assets ...	5 days ago
.gitattributes	Initial commit	last week
.vsconfig	Initial commit	last week
06_Erina_Tiffany_Siyin_projectgroup.sln	Change door opening anim, rebake lv1 floor and add & remove assets ...	5 days ago

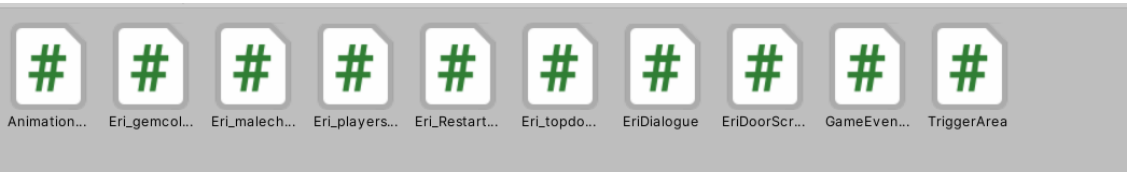
Commits to Master (main branch)



Merge branch “Erina” to “Master” branch



Scripts



Unity Test Runner Screenshot

Test Suite & Test cases

- ▼ ✓ 06\_Erina\_projectgroup
  - ▼ ✓ Editor.dll
    - ▼ ✓ Tests
      - ▼ ✓ EriUnitTest
        - ✓ Eri\_gemcollector\_PlayerCanCollect8Gems\_GameWin
        - ✓ Pause\_PauseGamePlay\_PauseMenuSetActive
        - ✓ StartDialogue\_DialogueIsPlaying\_EndDialogue
        - ✓ UpdateTimer\_TimerIsUp\_GameOver

Pause\_PauseGamePlay\_PauseMenuSetActive (0.001s)