Camp Rapture Mini Game Functionality Testing

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| **Test Date** | **Test Name** | **Steps** | **Expected Result** | **Actual Result & Notes** | **Changes Made** |
| 23/06/2022 | Player Movement | 1. Move left joystick left. 2. Move left joystick up. 3. Move left joystick down. 4. Move left joystick right. | 1. Player’s character moves left. 2. Player’s character moves up. 3. Player’s character moves down. 4. Player’s character moves right. | Character moves in correct direction but much slower than they should. | Changed Update() function to FixedUpdate(). fix was successful |
| 23/06/2022 | Enemy Pathfinding | 1. Keep the player’s character still and observe enemy paths. 2. Move player’s character around level space. | 1. Enemies should take direct path to player. 2. Enemies should take direct path to player continuously regardless of the player moving. | 1. Enemies do path to player but can get stuck on each other when spawn rate increases. 2. Enemies path-find continuously towards the player, updating accordingly. | Put enemies on correct layer to prevent collision. |
| 23/06/2022 | Enemy collision & Player Health/Life | 1. Keep the player’s character still and allow enemies to collide with them. | 1. Player should die instantly on contact with enemy. | Matches expected results for step one. | N/A |
| 23/06/2022 | Shooting & projectiles | 1. Aim in various angles using the right-hand joystick. | 1. Should create an instance of a projectile with velocity relative to the joysticks input angle. | Matches expected results for step one.  But not desirable for the game design as it creates unusual ballistic qualities. | N/A |
| 23/06/2022 | Projectile Collison with enemy | 1. Aim at enemies using right hand joystick. | 1. Upon collision with projectile the projectile should destroy itself and the enemy it collided with. | Matches expected results for step one. | N/A |
| 23/06/2022 | Level boundary confinement | 1. Use left hand joystick to move left whilst at left hand boundary. 2. Use left hand joystick to move up at top extent/boundary of level. 3. Use left hand joystick to move right whilst at right extent/boundary of level. 4. Use left hand joystick to move left whilst at the bottom extent/boundary of level. | 1. Player should be unable to move through edge of the map. | Matches expected result for all 4 steps.  Top right corner of the level can be escaped if travelling at right angle and movement speed, difficult to replicate. | N/A (project has ran out of time) |
| 09/06/2022 | Lose State | 1. Allow enemies to kill player | 1. Game over screen should load. | Matches expected results for step 1 | N/A |