Game Testing Document

Created By

Group 105

2020

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| **Test** |  | **Results** | **Comments** |
| Does game page load from homepage button? |  | **Pass** | **Loads to game map**  **(See Video Test 1)** |
| Do sprites load into correct positions? |  | **Pass** | **Only one sprite in the correct spawn position. More sprites in their spawn points may have helped emphasise the pass.**  **(See Video Test 2)** |
| Do sprites move in intended manner without glitch?  (ensure the sprites don’t split etc) |  | **Pass** | **Only one sprite currently on the map that can move. More sprites that can get moved may have helped emphasise the pass.**  **(See Video Test 2)** |
| Can sprites move with correct button input? |  | **Pass** | **Use of arrow keys as intended in the Game Manual**  **(See Video Test 2)** |
| Can sprites shoot with correct button input? |  | **Fail** | **Code Not Implemented** |
| Can sprites shoot through walls/objects? |  | **Fail** | **Code Not Implemented** |
| Can sprites clip through walls/objects? |  | **Fail** | **Code Not Implemented** |
| Can bullets hit opponents? |  | **Fail** | **Code Not Implemented** |
| Do defeated players leave the current game? |  | **Fail** | **Code Not Implemented** |
| Do defeated players receive the “game over” screen? |  | **Fail** | **Code Not Implemented** |
| Can the user exit the game? |  | **Pass** | **User can exit the game. No ‘are you sure’ second chance. Goes straight to menu.  (See Video Test 3)** |
| Does the score board display in the manner intended? |  | **Pass** | **Score is shown on the screen to user, but partially obscured by the menu.**  **(See Video Test 2)** |
| Does the score increase every second? |  | **Pass** | **Score does increase by 2 points. However, the total points reset every 60 seconds.**  **(See Video Test 2)** |
| When all players are defeated does game end? |  | **Fail** | **Code Not Implemented** |
| Do player scoreboard points add to overall score for leaderboard? |  | **Fail** | **Code Not Implemented** |
| Does timer count up correctly? |  | **Pass** | **Timer does count up correctly from entering the game. Timer is partially obscured by the menu.**  **(See Video Test 2)** |
| When timer runs out does game end? |  | **Fail** | **Code Not Implemented** |