

		Moving Testing			
		Test Number	Test Description	Comments	Pass/Fail
		1	Basic Movement - Can the movement component move a game object it is connected to?	The object tagged as player can be easily moved around world space and the connected model is also moved.	Pass
		2	Rotation - Can the object be rotated with mouse movement? if the mouse is moved to the left does the object move with it?	The object rotates but in the opposite direction to that of the mouse movement.	Fail
		3	Rotation Redux	The object now rotates in the direction the mouse turns, I achieved this by reversing the yaw angle from a positive to a negative and vice-versa	Pass
		Camera Testing			
		Test Number	Test Description	Comments	Pass/Fail
		1	Different Camera States - Can the camera have different states within the game engine? first person, third person and static	Static works the cube can move and the camera remains static when given no movable game object. a first person camera works however when the cube rotates in the correct direction the camera rotates in the inverse direction. A static third person camera is implemented and looks towards the cube at an angle however when the cube rotates the camera remains still.	Pass

		2	Switching camera states mid game - Can the camera types be changed within the running game?	The camera changes position. there is some brief issues when the button is held down it leaps through the different types rappidly making it quite disorientating; but it works.	Pass
		Keyboard Input Testing			
		Test Number	Test Description	Comments	Pass/Fail
		1	W, A, S, D, Z testing - forward, backwards, left and right movement as well as next camera testing.	Works perfectly. No issues found with the button inputs.	Pass
		2	Loading keybard inputs from file - Can the correct button inputs be loaded form the config file? can the inputs be changed from within the config file and the action still work with new input?	New key commands can be loaded from the config file and still work.	Pass
		Rendering Testing			
		Test Number	Test Description	Comments	Pass/Fail
		1	Game objects passed into the rendering class will be rendered into the game world.	Multiple different game objects can be loaded into the game world at a single time without error.	Pass
		2	Game objects without a model component passed into the renderer class; does it break the engine?	Camera object passed into the renderer class doesnt break the engine due to some checks before the rendering process, I have however commented out the cout showing the items passed into the class which couldn't be drawn to prevent mass console writes.	Pass