This is the functionality Test for the Phase 1 RUCKUS

Please go through each test perameter and set appropriate pass or fail condition.
If you set a fail condition please leave a note explaining what happened.
Leave a link to the corresponding bug report in the link section.

Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement						
Move forward	Pass			Low	No	Yes
Move forward - animation playes properly	Pass			Low	No	Yes
Move forward - animation blends between other movement animations	Pass			Low	No	Yes
Move backward	Pass			Low	No	Yes
Move backward - animation playes properly	Pass			Low	No	Yes
Move backward - animation blends between other movement animations	Pass			Low	No	Yes
Move left	Pass			Low	No	Yes
Move left- animation playes properly	Pass			Low	No	Yes
Move left - animation blends between other movement animations	Pass			Low	No	Yes
Move right	Pass			Low	No	Yes
Move right - animation playes properly	Pass			Low	No	Yes
Move right - animation blends between other movement animations	Pass			Low	No	Yes
Sprint start	Blocked	No dedicated sprint button		Medium	No	Yes
Sprint start - animation	Blocked	No dedicated sprint button		Medium	No	Yes
Sprint start - animation blending	Blocked	No dedicated sprint button		Medium	No	Yes
Sprint stop	Blocked	No dedicated sprint button		Medium	No	Yes
Sprint stop - animation	Blocked	No dedicated sprint button		Medium	No	Yes
Sprint stop - animation blending	Blocked	No dedicated sprint button		Medium	No	Yes
Jump - moving up	Pass			Low	No	Yes
Jump - moving up - animation	Pass			Low	No	Yes
Jump - gravity pulling down	Pass			Low	No	Yes
Jump - gravity pulling down - animation	Pass			Low	No	Yes
Combat						
Light attack	Pass			Low	No	Yes
Light attack - animation	Pass			Low	No	Yes
Light attack - animation blending	Fail	the blending between light attacks is choppy		Low	No	No
Heavy attack	Pass			Low	No	No
Heavy attack - animation	Pass			Low	No	No
Heavy attack - animation blending	Fail	the blending in and out of heavy attack can be skipped with light attack		Low	No	No
Does Rage metre fill	Pass			Low	No	Yes
Can you pick up rage fuel	Blocked	You can only collect fuel us by attacking enemies - no pickup		Medium	No	No
Can you activate rage	Pass			Low	No	Yes
Can player regen yellow healh via attack enemies	Pass			Low	No	No
Can player hit enemies	Pass			Low	No	Yes
Can player hit enemies - animation	Blocked	no unique animation for player during enemy collition.		Low	No	No
Can player hit enemies - enemy animation	Pass			Low	No	No
Can enemies take damage	Pass			Low	No	Yes
Can enemies hit player	Pass			Low	No	Yes
Can enemies hit player - animation	Fail	no unique stagger or interaction animation on player model.		Low	No	No
Can enemies hit player - enemy animation	Pass			Low	No	No
Can player take damage	Pass			Low	No	Yes
Can envronment deal damage	Blocked	Not present in first level		Low	No	No
Can player die	Pass			Low	No	Yes
Can enemies kill player	Pass			Low	No	Yes
Can enemies kill player - animation	Fail	No animation it just cuts to gameover screen		Low	No	No
Do multiple enemies?	Pass			Low	No	No
do multple enemy types spawn?	Fail	Only one type of enemy spawns		Medium	No	No
Collisions						
Can collide with walls	Pass	You can collide with walls but there is some obvious clipping		Low	No	Yes
Can collide with enemy	Pass	yes you can collide with enemies however there is obvious clipping		Low	No	Yes
Can player interact with objects	Fail	no there is no interact button and nothing to interact with		Low	No	No
Can player access the shop?	Blocked	Not accessable in game		High	No	Yes
Can you perchase items	Blocked	Not accessable in game		High	No	Yes
Can you add augments?	Blocked	Not accessable in game		High	No	Yes
Can you remove augments?	Blocked	Not accessable in game		High	No	Yes
Camera						
Does the camera track the player	Fail			High	No	Yes
Does the camera stay within bounds	Fail	you can clip outside level boundery		High	No	Yes
FOV slider	Fail	Fov slider broken on higher FOV		High	No	No

This is the functionality Test for the Phase 2 RUCKUS

Please go through each test perameter and set appropriate pass or fail condition.
If you set a fail condition please leave a note explaining what happened.
Leave a link to the corresponding bug report in the link section.

Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement						
Move forward	Pass			Low	No	Yes
Move forward - animation playes properly	Pass			Low	No	No
Move forward - animation blends between other movement animations	Pass			Low	No	No
Move backward	Pass			Low	No	Yes
Move backward - animation playes properly	Pass			Low	No	No
Move backward - animation blends between other movement animations	Pass			Low	No	No
Move left	Pass			Low	No	Yes
Move left- animation playes properly	Pass			Low	No	Yes
Move left - animation blends between other movement animations	Pass			Low	No	No
Move right	Pass			Low	No	Yes
Move right - animation playes properly	Pass			Low	No	Yes
Move right - animation blends between other movement animations	Pass			Low	No	No
Sprint start	Fail	Sprint not availble in current build of game.		High	No	Yes
Sprint start - animation	Blocked			High	No	Yes
Sprint start - animation blending	Blocked			Medium	No	No
Sprint stop	Blocked			High	No	Yes
Sprint stop - animation	Blocked			High	No	No
Sprint stop - animation blending	Blocked			Medium	No	No
Jump - moving up	Pass			Low	No	Yes
Jump - moving up - animation	Fail	Hammer disconnects from player.		Medium	No	No
Jump - gravity pulling down	Pass			Low	No	Yes
Jump - gravity pulling down - animation	Fail	Hammer disconnects from player.		Medium	No	No
Combat						
Light attack	Pass			Low	No	Yes
Light attack - animation	Pass			Low	No	Yes
Light attack - animation blending	Fail	Animation fails to blend with other movements.		Medium	No	No
Heavy attack	Pass			Low	No	Yes
Heavy attack - animation	Pass			Low	No	Yes
Heavy attack - animation blending	Fail	Animation fails to blend with other movements.		Medium	No	No
Does Rage metre fill	Pass			Low	No	Yes
Can you pick up rage fuel	Blocked	Fuel cans do not exist in the current build of the game.		Medium	No	Yes
Can you activate rage	Pass			Low	No	Yes
Can player regen yellow healh via attack enemies	Pass			Low	No	Yes
Can player hit enemies	Pass			Low	No	Yes
Can player hit enemies - animation	Pass			Low	No	Yes
Can player hit enemies - enemy animation	Pass			Low	No	No
Can enemies take damage	Pass			Low	No	Yes
Can enemies hit player	Pass			Low	No	Yes
Can enemies hit player - animation	Pass			Low	No	No
Can enemies hit player - enemy animation	Pass			Low	No	No
Can player take damage	Pass			Low	No	Yes
Can environment deal damage	Pass			Low	No	No
Can player die	Pass			Low	No	Yes
Can enemies kill player	Pass			Low	No	Yes
Can enemies kill player - animation	Fail			Medium	No	No
Do multiple enemies spawn?	Pass			Low	No	Yes
Do multple enemy types spawn?	Fail			High	No	Yes
Collisions						
Can collide with walls	Pass			Low	No	Yes
Can collide with enemy	Pass			Low	No	Yes
Can player interact with objects	Pass			Low	No	Yes
Can player access the shop?	Fail			Urgent	No	Yes
Can you purchase items	Blocked			Urgent	No	Yes
Can you add augments?	Blocked			Urgent	No	Yes
Can you remove augments?	Blocked			Urgent	No	Yes
Camera						
Does the camera track the player	Pass			Low	No	Yes
Does the camera stay within bounds	Fail			Medium	No	No
FOV slider	Pass			Low	No	No

This is the functionality Test for the Phase 3 RUCKUS

Please go through each test perameter and set appropriate pass or fail condition.
If you set a fail condition please leave a note explaining what happened.
Leave a link to the corresponding bug report in the link section.

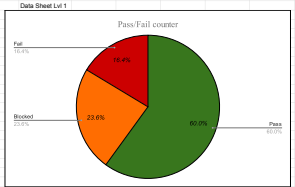
Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement						
Move forward	Pass			Low	No	Yes
Move forward - animation playes properly	Pass			Low	No	No
Move forward - animation blends between other movement animations	Pass			Low	No	No
Move backward	Pass			Low	No	Yes
Move backward - animation playes properly	Pass			Low	No	No
Move backward - animation blends between other movement animations	Pass			Low	No	No
Move left	Pass			Low	No	Yes
Move left- animation playes properly	Pass			Low	No	No
Move left - animation blends between other movement animations	Pass			Low	No	No
Move right	Pass			Low	No	Yes
Move right - animation playes properly	Pass			Low	No	No
Move right - animation blends between other movement animations	Pass			Low	No	No
Sprint start	Blocked	Not implemented in current build		High	No	Yes
Sprint start - animation	Blocked			Medium	No	No
Sprint start - animation blending	Blocked			Medium	No	No
Sprint stop	Blocked			High	No	Yes
Sprint stop - animation	Blocked			Medium	No	No
Sprint stop - animation blending	Blocked			Medium	No	No
Jump - moving up	Pass			Low	No	Yes
Jump - moving up - animation	Fail	Hammer Heavy attack animation stops		Low	No	No
Jump - gravity pulling down	Pass			Low	No	Yes
Jump - gravity pulling down - animation	Fail	Hammer Heavy attack animation stops		Low	No	No
Combat						
Light attack	Pass			Low	No	Yes
Light attack - animation	Pass			Low	No	No
Light attack - animation blending	Fail	jumping stops animation, heavy attack stops animation		Low	No	No
Heavy attack	Pass			Low	No	Yes
Heavy attack - animation	Pass			Low	No	No
Heavy attack - animation blending	Fail	Jumping stops animation, light attacking stops animation		Medium	No	No
Does Rage metre fill	Pass			Low	No	Yes
Can you pick up rage fuel	Blocked	Not yet implemented in current build		Low	No	Yes
Can you activate rage	Pass			Low	No	Yes
Can player regen yellow healh via attack enemies	Pass			Low	No	Yes
Can player hit enemies	Pass			Low	No	Yes
Can player hit enemies - animation	Pass			Low	No	No
Can player hit enemies - enemy animation	Pass			Low	No	No
Can enemies take damage	Pass			Low	No	Yes
Can enemies hit player	Pass			Low	No	Yes
Can enemies hit player - animation	Pass			Low	No	No
Can enemies hit player - enemy animation	Pass			Low	No	No
Can player take damage	Pass			Low	No	Yes
Can envronment deal damage	Blocked	No enviroments in current level		Low	No	Yes
Can player die	Pass			Low	No	Yes
Can enemies kill player	Pass			Low	No	Yes
Can enemies kill player - animation	Pass			Low	No	No
Do multiple enemies?	Pass			Low	No	Yes
do multple enemy types spawn?	Blocked	Not yet implemented in current build		Low	No	Yes
Collisions						
Can collide with walls	Pass			Low	No	Yes
Can collide with enemy	Pass			Low	No	Yes
Can player interact with objects	Pass			Low	No	Yes
Can player access the shop?	Blocked	Not yet implemented in current build		Low	No	Yes
Can you perchase items	Blocked	Not yet implemented in current build		Low	No	Yes
Can you add augments?	Blocked	Not yet implemented in current build		Low	No	Yes
Can you remove augments?	Blocked	Not yet implemented in current build		Low	No	Yes
Camera	Fail			Low	No	Yes
Does the camera track the player	Fail	camera colliding with objects and walls makes the camera stop tracking the player		Low	No	Yes
Does the camera stay within bounds	Fail	Clips outside of walls, colliding with		Low	No	Yes
FOV slider	Pass			Low	No	No

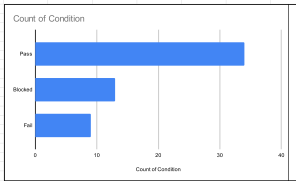
This is the functionality Test for the Phase 4 RUCKUS

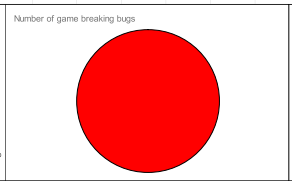
Please go through each test perameter and set appropriate pass or fail condition.
If you set a fail condition please leave a note explaining what happened.
Leave a link to the corresponding bug report in the link section.

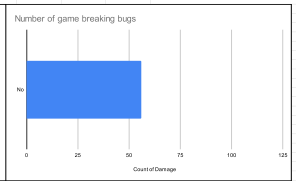
Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement						
Move forward	Pass	Working as intended.		Low	No	Yes
Move forward - animation playes properly	Pass	Working as intended.		Low	No	Yes
Move forward - animation blends between other movement animations	Pass	Working as intended.		Low	No	No
Move backward	Pass	Working as intended.		Low	No	Yes
Move backward - animation playes properly	Pass	Working as intended.		Low	No	Yes
Move backward - animation blends between other movement animations	Pass	Working as intended.		Low	No	No
Move left	Pass	Working as intended.		Low	No	Yes
Move left- animation playes properly	Pass	Working as intended.		Low	No	Yes
Move left - animation blends between other movement animations	Pass	Working as intended.		Low	No	No
Move right	Pass	Working as intended.		Low	No	Yes
Move right - animation playes properly	Pass	Working as intended.		Low	No	Yes
Move right - animation blends between other movement animations	Pass	Working as intended.		Low	No	No
Sprint start	Blocked	Not in the game.		Urgent	No	Yes
Sprint start - animation	Blocked	Not in the game.		High	No	Yes
Sprint start - animation blending	Blocked	Not in the game.		Medium	No	No
Sprint stop	Blocked	Not in the game.		Urgent	No	Yes
Sprint stop - animation	Blocked	Not in the game.		High	No	Yes
Sprint stop - animation blending	Blocked	Not in the game.		Medium	No	No
Jump - moving up	Pass	Working as intended.		Low	No	Yes
Jump - moving up - animation	Fail	Players hands will go back into a default state.		Medium	No	Yes
Jump - gravity pulling down	Pass	Working as intended.		Low	No	Yes
Jump - gravity pulling down - animation	Pass	Working as intended.		Low	No	Yes
Combat						
Light attack	Pass	Working as intended.		Low	No	Yes
Light attack - animation	Pass	Working as intended.		Low	No	Yes
Light attack - animation blending	Pass	Working as intended.		Low	No	No
Heavy attack	Pass	Working as intended.		Low	No	Yes
Heavy attack - animation	Pass	Working as intended.		Low	No	Yes
Heavy attack - animation blending	Pass	Working as intended.		Low	No	No
Does Rage metre fill	Pass	Working as intended.		Low	No	Yes
Can you pick up rage fuel	Fail	Fills rage meter by hitting enemies. No pickups.		High	No	Yes
Can you activate rage	Pass	Working as intended.		Low	No	Yes
Can player regen yellow healh via attack enemies	Pass	Working as intended.		Low	No	Yes
Can player hit enemies	Pass	Working as intended.		Low	No	Yes
Can player hit enemies - animation	Pass	Working as intended.		Low	No	Yes
Can player hit enemies - enemy animation	Pass	Working as intended.		Low	No	Yes
Can enemies take damage	Pass	Working as intended.		Low	No	Yes
Can enemies hit player	Pass	Working as intended.		Low	No	Yes
Can enemies hit player - animation	Fail	No player animation for getting hit.		High	No	Yes
Can enemies hit player - enemy animation	Pass	Working as intended.		Low	No	Yes
Can player take damage	Pass	Working as intended.		Low	No	Yes
Can envronment deal damage	Pass	Working as intended.		Low	No	Yes
Can player die	Pass	Working as intended.		Low	No	Yes
Can enemies kill player	Pass	Working as intended.		Low	No	Yes
Can enemies kill player - animation	Fail	No player animation for dying.		High	No	Yes
Do multiple enemies?	Pass	working as intended.		Low	No	Yes
do multple enemy types spawn?	Pass	main enemy type will spawn as well as the boss. Other enemy types will not.		High	No	Yes
Collisions						
Can collide with walls	Pass	Can get stuck in walls however.		Medium	No	Yes
Can collide with enemy	Pass	Working as intended.		Low	No	Yes
Can player interact with objects	Blocked	Not in the game.		Urgent	No	Yes
Can player access the shop?	Blocked	Not in the game.		High	No	Yes
Can you perchase items	Blocked	Not in the game.		High	No	Yes
Can you add augments?	Blocked	Not in the game.		High	No	Yes
Can you remove augments?	Blocked	Not in the game.		High	No	Yes
Camera						
Does the camera track the player	Pass	Camaera angle can be skewered at times.		Medium	No	Yes
Does the camera stay within bounds	Fail	Camera can go out of play zone and can get stuck. 2/10 times to randomly happen.		Urgent	Yes	Yes
FOV slider	Pass	Working as intended.		Low	No	No

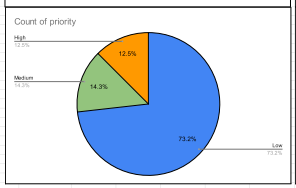
Data Sheet Lvl 1

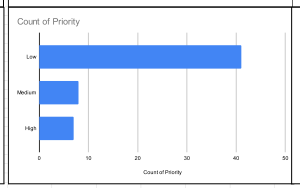


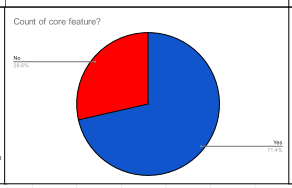


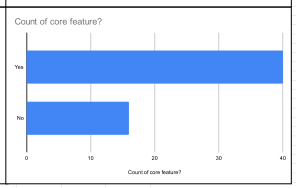












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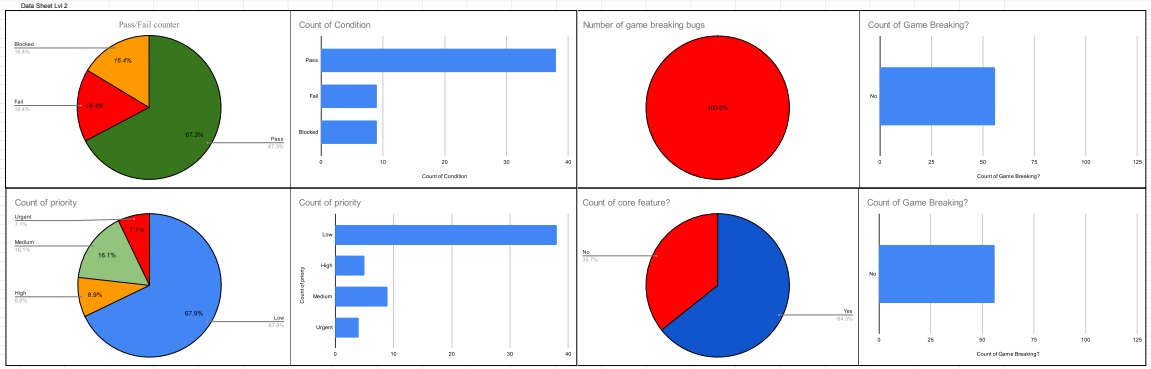

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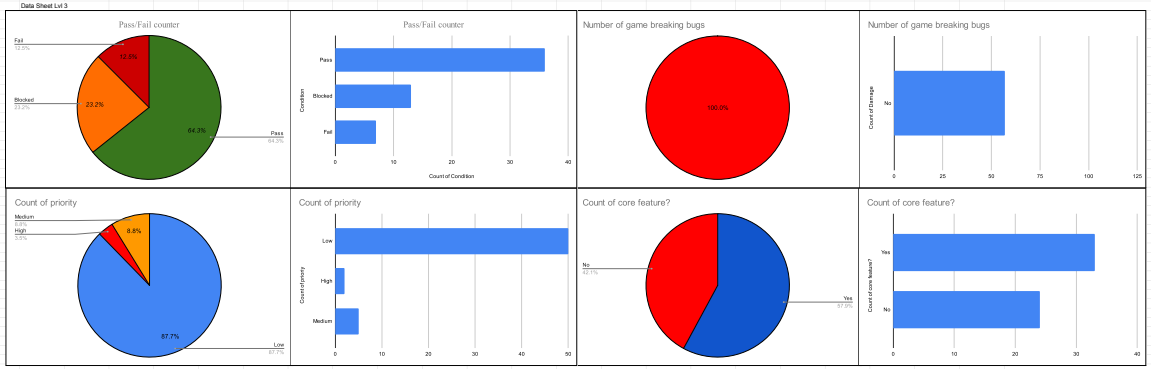
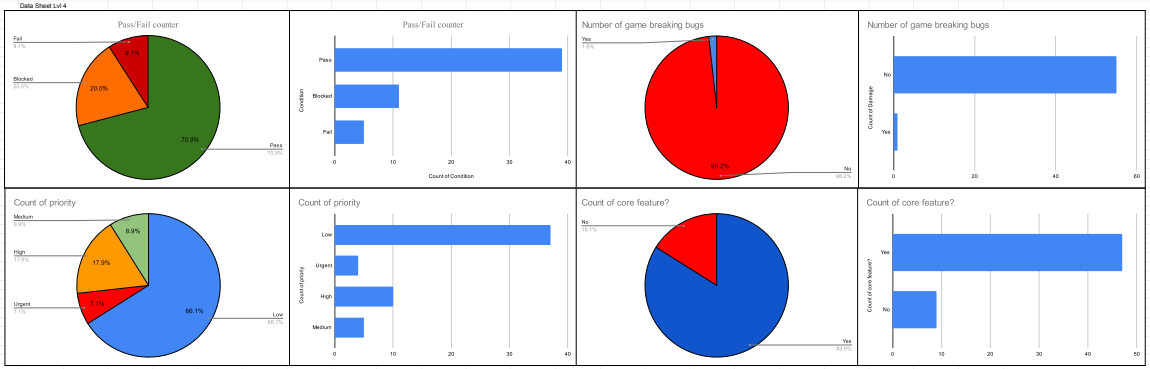
Data Sheet Lvl 4