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Chester Monement							
Chester Monement							
More forward somitation player properly field fi	Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Most forward - simulation player properly	Character Movement						
More forward - annuation blanch between other movement animations Fall More backward - animation playes properly Fall More backward - animation playes properly Fall More backward - animation blanch between other movement animations Fall More left - animation blanch between other movement animations Fall More right - animation blanch between other movement animations Fall More right - animation blanch between other movement animations Fall More right - animation blanch between other movement animations Fall More right - animation blanch between other movement animations Fall More right - animation blanch between other movement animations Fall More right - animation blanch between other movement animations Fall Fal	Move forward	Fail			Low	No	Yes
None backward - animation playes properly Fail	Move forward - animation playes properly	Fail			Low	No	No
More backward - amounts to Plance properly Fig.					Low	No	Yes
Mose later an animation blanch abtween other movement animations for gall and animation playes properly and animation blanch abtween other movement animations of gall and animation blanch abtween other movement animations of gall and animation blanch abtween other movement animations of gall animation blanch animation animation of gall animation blanch animation animation of gall animation blanch animation animation of gall animation animation of					Low	No	No
Move left					Low	No	Yes
More left - animation playes groperly Note right Note r					Low	No	No
Move right - animation playes properly Feat					Low	No	
Move right					Low	NO	
Mose right - animation playes properly Fall					Low	No	
Move right - amanation blends between other movement animations Fall					Low	No	
Softet start Soft					Low	No	
Sprint start - ammation bendring					Low	No	
Sprint at an ammation bleedings					Low	No	
Sport at top - animation	Sprint start - animation blending				Low	No	
Spirit dos - animation bending		Fail			Low	No	
Spirit along - animation blending	Sprint stop - animation				Low	No	
Jump - gravity project of the control of the cont	Sprint stop - animation blending	Fail			Low	No	
Juny - gravity pulling down Fall	Jump - moving up				Low	No	
Light attack Combat	Jump - moving up - animation				Low	No	
Combat C					Low	No	
Light attack - animation		Fail			Low	No	
Light attack - animation Fall							
Light attack - animation bending					Low	NO No	
Heavy attack - animation					Low	No	
Heary attack - animation Feat					Low	No	
Heavy attack - animation blending Fall					Low	No	
Pail					Low	No	
Fail					Low	No	
Fail		Fail			Low	No	
Can player hit enemies - animation		Fail			Low	No	
Can player hit enemies - animation	Can player regen yellow healh via attack enemies	Fail			Low	No	
Can player hit enemies - enemy animation	Can player hit enemies	Fail			Low	No	
Can enemies take damage Can enemies hit player Can enemies hit player - animation Can enemies hit player - enemy animation Can enemies hit player - enemy animation Can player take damage Fall Can environment deal damage Can enemies kill player Ca	Can player hit enemies - animation	Fail			Low	No	
Fall Can enemies hit player - animation Fall Can enemies hit player - enemy animation Fall Can enemies hit player die Can player die Can player die Can enemies kill player Fall Can enemies kill player - animation Can enemies kill player - animation Fall Can enemies kill player - animation Can enemi					Low	No	
Can enemies hit player - enemy animation Can enemies hit player - enemy animation Can enemies hit player - enemy animation Can player take damage Can player take damage Can envronment deal damage Can player die Can enemies kill player Can enemies kill player - animation Can enemies kill player - animation Do multiple enemies? Fall Can collide with walls Can collide with walls Can collide with enemy Can player interact with objects Can player interact with objects Can you perchase items Can you remove augments? Fall Can could daugments? Fall Can could daugments? Fall Can you remove augments? Fall Can collide with enemy Can player interact with objects Can you remove augments? Fall Can collide with enems Can you remove augments? Fall Can you remove		Fail			Low	No	
Can enemies hit player - enemy animation Fall Can player take damage Can envorment deal damage Can player die Can envorment deal damage Fall Can enemies kill player - animation Can enemies kill player - animation Do multiple enemies? Fall Can enemies kill player - animation Do multiple enemies? Fall Can collide with walls Can collide with enemy Can player interact with objects Fall Can player access the shop? Can player access the shop? Can you perchase items Can you remove augments? Fall Can you remove augments?					Low	No	
Can player take damage					Low	No	
Can enwronment deal damage					Low	NO No	
Can player die Fail Low No Can enemies kill player - animation Fail 1.000 No Do multiple enemies? Fail 1.000 No 1.000 do multiple enemy types spawn? Fail 1.000 No 1.000 Can collide with walls Fail 1.000 No 1.000 Can collide with enemy Fail 1.000 No 1.000					Low	No	
Fall Can enemies kill player - animation Ca					Low	No	—
Can enemies kill player - animation Fall Low No No Do multiple enemies? Fall Low No No do multiple enemy types spawn? Fall Low No No Can collide with walls Fall Low No No Can player interact with objects Fall Low No No Can player access the shop? Fall Low No No Can you perchase items Fall Low No No Can you grenthase items Fall Low No No Can you remove augments? Fall Low No No Can you remove augments? Fall Low No No					Low	No	
Do multiple enemies? fall					Low	No	
Fall					Low	No	
Can collide with walls					Low	No	
Can collide with walls Fall 100 160							
Can collide with enemy Fail 100 45 Can player interact with objects 100 No 1 Can player access the shop? Fail 100 No Can you perchase items Fail 100 No Can you add augments? Fail 100 No Can you remove augments? Fail 100 No Camera 100 100 No					Low	No	
Can player interact with objects Fall					Low	No	
Can player access the shop? Can you perchase items Can you remove augments?	Can player interact with objects				Low	No	
Can you perchase items Fail 100 100 Can you add augments? Fail 100 100 Can you remove augments? Fail 100 100 Camera 100 100 100							
Can you perchase items Fail 100 100 Can you add augments? Fail 100 100 Can you remove augments? Fail 100 100 Camera 100 100 100	Can player access the shop?	Fail			Low	No	
Can you add augments?	Can you perchase items	Fail			Low	No	
Can you remove augments? Fall Camera Camera Fall Camera Camera Fall Fa	Can you add augments?	Fail			Low	No	
Camera Camera	Can you remove augments?	Fail			Low	No	
Does the camera track the player Fail	Camera						
	Does the camera track the player	Fail			Low	No	
Does the camera stay within bounds	Does the camera stay within bounds	Fail			Low	No	
FOV slider Fall NO	FOV slider	Fail			Low	No	

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Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement	Condition	140tc	LIIIK	1 Honey	Carrie Breaking:	core reature:
Move forward	Fail			Low	No	Yes
Move forward - animation playes properly	Fail			Low	No	No
Move forward - animation blends between other movement animations	Fail			Low	No	Yes
Move backward	Fail			Low	No	No
Move backward - animation playes properly	Fail			Low	No	Voc
Move backward - animation blends between other movement animations	Fail			Low	No	No
Move left	Fail			Low	No	110
Move left- animation playes properly	Fail			Low	No	
Move left - animation blends between other movement animations	Fail			Low	No	
Move right	Fail			Low	No	
Move right - animation playes properly	Fail			Low	No	
Move right - animation blends between other movement animations	Fail			Low	No	
Sprint start	Fail			Low	No	
Sprint start - animation	Fail			Low	No	
Sprint start - animation Sprint start - animation blending	Fail		<u> </u>	Low	No	—
	Fail		 	Low	No	—
Sprint stop	Fail			Low	No	
Sprint stop - animation	Fail			Low	No	
Sprint stop - animation blending	Fail			Low	No	—
Jump - moving up	Fail			Low	No	
Jump - moving up - animation			-	Low	No	-
Jump - gravity pulling down	Fail Fail			Low	No	-
Jump - gravity pulling down - animation	rall			LOW	INO	
Combat Light attack	Fail			Low	No	
Light attack - animation	Fail			Low	No	
Light attack - animation blending	Fail			Low	No	
Heavy attack	Fail			Low	No	
Heavy attack - animation	Fail			Low	No	
Heavy attack - animation blending	Fail			Low	No	
Does Rage metre fill	Fail			Low	No	
Can you pick up rage fuel	Fail			Low	No	
Can you activate rage	Fail			Low	No	
Can player regen yellow healh via attack enemies	Fail			Low	No	
Can player hit enemies	Fail			Low	No	
Can player hit enemies - animation	Fail			Low	No	
Can player hit enemies - enemy animation	Fail			Low	No	
Can enemies take damage	Fail			Low	No	
Can enemies hit player	Fail			Low	No	
Can enemies hit player - animation	Fail			Low	No	
Can enemies hit player - enemy animation	Fail			Low	No	
Can player take damage	Fail			Low	No	
Can envronment deal damage	Fail			Low	No	
Can player die	Fail			Low	No	
Can enemies kill player	Fail			Low	No	<u> </u>
Can enemies kill player - animation	Fail		+	LOW	NO	
Do multiple enemies?	Fail Fail		+	LOW	No	
do multple enemy types spawn?	raii			LOW	INO	
Can collide with walls	Fail			Low	No	
Can collide with walls Can collide with enemy	Fail		<u> </u>	Low	No	—
Can player interact with objects	Fail			Low	No	
The payor will be provided the payor of the	- Cili					
Can player access the shop?	Fail			Low	No	
Can you perchase items	Fail			Low	No	
Can you add augments?	Fail			Low	No	
Can you remove augments?	Fail			Low	No	
Camera						
Does the camera track the player	Fail			Low	No	
Does the camera stay within bounds	Fail			Low	No	
FOV slider	Fail			Low	No	

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Test Perameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement	-					V
Move forward	Fail			Low	No	Yes
Move forward - animation playes properly	Fail			LOW	No	No
Move forward - animation blends between other movement animations	Fail			LOW	No	Yes
Move backward	Fail			LOW	No	No
Move backward - animation playes properly	Fail			Low	No	Yes
Move backward - animation blends between other movement animations	Fail			Low	NO	NO
Move left	Fail			Low	NO	
Move left- animation playes properly	Fail			LOW	No	
Move left - animation blends between other movement animations	Fail			Low	No	
Move right	Fail			LOW	NO	
Move right - animation playes properly	Fail			LOW	No	
Move right - animation blends between other movement animations	Fail			LOW .	No	
Sprint start	Fail			LOW	No	
Sprint start - animation	Fail			LOW	NO	
Sprint start - animation blending	Fail			LOW	NO	-
Sprint stop	Fail			LOW	No	
Sprint stop - animation	Fail			LOW	No	
Sprint stop - animation blending	Fail			LOW	No	
Jump - moving up	Fail			LOW .	No	
Jump - moving up - animation	Fail			LOW .	No	l
Jump - gravity pulling down	Fail			Low	No	
Jump - gravity pulling down - animation	Fail			LOW	INO	
Combat	Fail			1	No.	
Light attack	Fail			Low	No	
Light attack - animation Light attack - animation blending	Fail			Low	No	
Heavy attack	Fail			Low	No	
Heavy attack - animation	Fail			Low	No	
Heavy attack - animation blending	Fail			Low	No	
Does Rage metre fill	Fail			Low	No	
Can you pick up rage fuel	Fail			Low	No	
Can you activate rage	Fail			Low	No	
Can player regen yellow healh via attack enemies	Fail			Low	No	
Can player hit enemies	Fail			Low	No	
Can player hit enemies - animation	Fail			Low	No	
Can player hit enemies - enemy animation	Fail			Low	No	
Can enemies take damage	Fail			Low	No	
Can enemies hit player	Fail			Low	No	
Can enemies hit player - animation	Fail			Low	No	
Can enemies hit player - enemy animation	Fail			Low .	No	
Can player take damage	Fail			Low	No	
Can envronment deal damage Can player die	Fail Fail			Low	NO	
Can piayer die Can enemies kill player	Fail			Low	No	
Can enemies kill player - animation	Fail			Low	No	
Do multiple enemies?	Fail			Low	No	
do multple enemy types spawn?	Fail			Low	No	
Collisions						
Can collide with walls	Fail			Low	No	
Can collide with enemy	Fail			Low	No	
Can player interact with objects	Fail			Low	No	
Can player access the shop?	Fail			Low	No	
Can you perchase items	Fail			Low	No	
Can you add augments?	Fail			Low	No	
Can you remove augments?	Fail			Low	No	
Camera	Fail			Low	No	<u> </u>
Does the camera track the player	Fail			LOW	NO	
Does the camera stay within bounds	Fail			Low	No	-
FOV slider	ган		L	LUW	INO	L

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Character Movement						
Move forward	Fail			Low	No	Yes
Move forward - animation playes properly	Fail			Low	No	No
Move forward - animation blends between other movement animations	Fail			Low	No	Yes
Move backward	Fail			Low	No	No
Move backward - animation playes properly	Fail			Low	No	Yes
Move backward - animation blends between other movement animations	Fail			Low	No	No
Move left	Fail			Low	No	
Move left- animation playes properly	Fail			Low	No	
Move left - animation blends between other movement animations	Fail			Low	No	
Move right	Fail			Low	No	
Move right - animation playes properly	Fail			Low	No	
Move right - animation blends between other movement animations	Fail			Low	No	
Sprint start	Fail			Low	No	
Sprint start - animation	Fail			Low	No	
Sprint start - animation blending	Fail			Low	No	
Sprint stop	Fail			Low	No	
Sprint stop - animation	Fail			Low	No	
Sprint stop - animation blending	Fail			Low	No	
Jump - moving up	Fail			Low	No	
Jump - moving up - animation	Fail			Low	No	
Jump - gravity pulling down	Fail			Low	No	
Jump - gravity pulling down - animation	Fail			Low	No	
Combat						
Light attack	Fail			Low	No	
Light attack - animation	Fail			Low	No	
Light attack - animation blending	Fail			Low	No	
Heavy attack	Fail			Low	No	
Heavy attack - animation	Fail			Low	No	
Heavy attack - animation blending	Fail			Low	No	
Does Rage metre fill	Fail			Low	No	
Can you pick up rage fuel	Fail			Low	No	
Can you activate rage	Fail			Low	No	
Can player regen yellow healh via attack enemies	Fail			Low	No	
Can player hit enemies	Fail			Low	No	
Can player hit enemies - animation	Fail			Low	No	
Can player hit enemies - enemy animation	Fail			Low	No	
Can enemies take damage	Fail			Low	No	
Can enemies hit player	Fail			Low	No	
Can enemies hit player - animation	Fail			Low	No	
Can enemies hit player - enemy animation	Fail			Low	No	
Can player take damage	Fail			Low	No	
Can envronment deal damage	Fail			Low	No	
Can player die	Fail			Low	No	
Can enemies kill player	Fail			Low	No	
Can enemies kill player - animation	Fail			Low	No	
Do multiple enemies?	Fail			Low	No	
do multple enemy types spawn?	Fail			Low	No	
Collisions						
Can collide with walls	Fail			Low	No	
Can collide with enemy	Fail			Low	No	
Can player interact with objects	Fail			Low	No	
Can player access the shop?	Fail			Low	No	
Can you perchase items	Fail			Low	No	
Can you add augments?	Fail			Low	No	
Can you remove augments?	Fail			Low	No	
Camera	Fail			Low	No	
Does the camera track the player	Fail			Low	No	
Does the camera stay within bounds	Fail			Low	No	
FOV slider	Fail			Low	No	







