

This is the functionality Test for the Phase 1 RUCKUS						
Please go through each test parameter 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 Parameter	Condition	Note	Link	Priority	Game Breaking?	core feature?
Character Movement						
Move forward	Fail			Low	No	Yes
Move forward - animation plays 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 plays 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 plays properly	Fail			Low	No	
Move left - animation blends between other movement animations	Fail			Low	No	
Move right	Fail			Low	No	
Move right - animation plays 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 heal 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 environment 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 multiple 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 purchase 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	

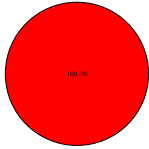
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Sprint start - animation	Fail			Low	No	
Sprint start - animation blending	Fail			Low	No	
Sprint stop	Fail			Low	No	
Sprint stop - animation	Fail			Low	No	
Sprint stop - animation blending	Fail			Low	No	
Jump - moving up	Fail			Low	No	
Jump - moving up - animation	Fail			Low	No	
Jump - gravity pulling down	Fail			Low	No	
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Can enemies hit player	Fail			Low	No	
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Can environment 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 multiple enemy types spawn?	Fail			Low	No	
Collisions						
Can collide with walls	Fail			Low	No	
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Can player interact with objects	Fail			Low	No	
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Can you purchase items	Fail			Low	No	
Can you add augments?	Fail			Low	No	
Can you remove augments?	Fail			Low	No	
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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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Does the camera track the player	Fail			Low	No	
Does the camera stay within bounds	Fail			Low	No	
FOV slider	Fail			Low	No	

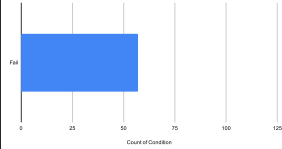


Data Sheet Lot 1

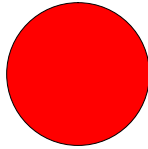
Pass/Fail counter



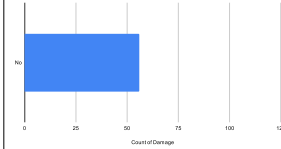
Count of Condition



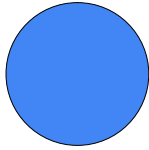
Number of game breaking bugs



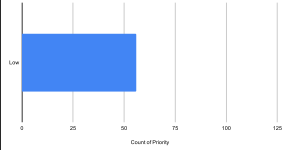
Number of game breaking bugs



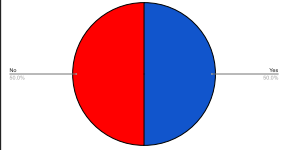
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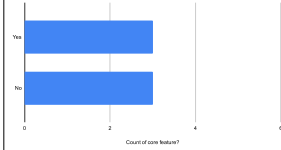
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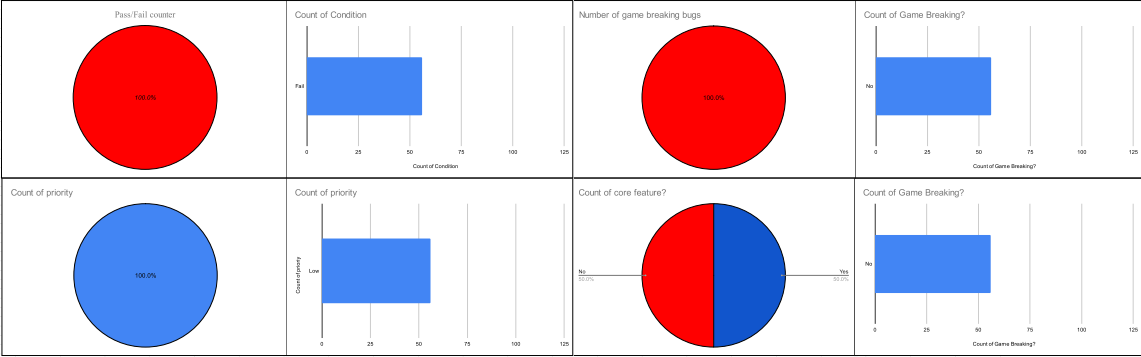
Count of core feature?



Count of core feature?

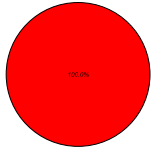


Data Sheet List 2

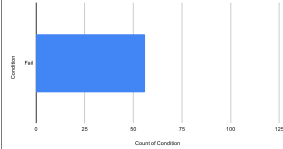


Data Sheet List 3

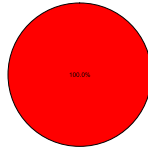
Pass/Fail counter



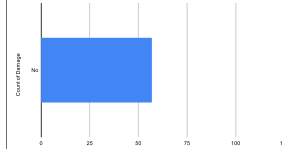
Pass/Fail counter



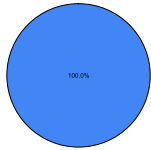
Number of game breaking bugs



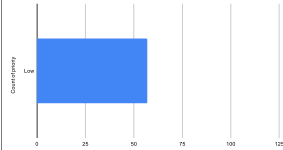
Number of game breaking bugs



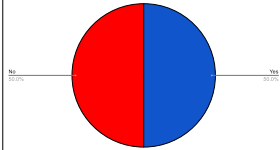
Count of priority



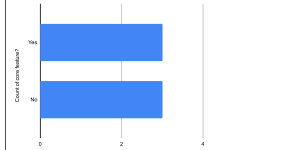
Count of priority



Count of core feature?

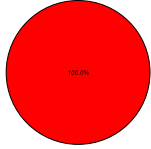


Count of core feature?

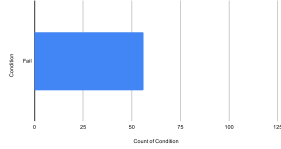


Data Sheet List 4

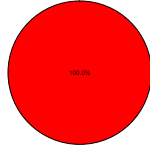
Pass/Fail counter



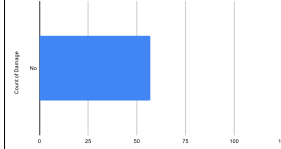
Pass/Fail counter



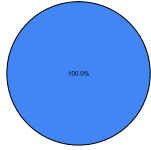
Number of game breaking bugs



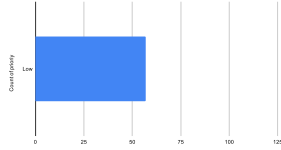
Number of game breaking bugs



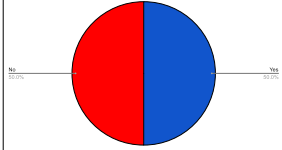
Count of priority



Count of priority



Count of core feature?



Count of core feature?

