## Testrapport De Avonturen van ridder Henk.

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|  | | **Testplan + Log Developer** | | | | | |
| **Date** | **Event of Input from player** | **What should happen?** | **Did it work? If not, what was the problem** | **What could be the source of the problem?** | **What did you do to fix it if possible during testing?** | **What steps do you have to take to solve the problem during next phase?** | **Priority fixing problem** |
| 19/06 | Player presses the D button when against a wall. | Player can’t move through walls. | Wall collision is working. |  |  |  |  |
| 19/06 | Player can jump on platform. | Player can jump on a platform and get of without any issues. | Did not work. The player character started rotating. | The physics are causing the character sprite z-axis to rotate | I locked the z-axis for the player character, fixing the problem. | Lock the z-axis. | 3 |
| 19/06 | If player presses quit button the game closes. | The game closes when the “quit” button is pressed. | Quit buttons work. |  |  |  |  |
| 19/06 | When the player presses “start” the game moves to scene 1. | When the start button is pressed the game moves to scene 1 and the player can play the game. | It worked. |  |  |  |  |
| 19/06 | Ending of game load when the parkour is finished. | When the end of the game is reached and the player goes into the “end zone” the ending screen shows up. | The ending screen shows up, but the buttons don’t work. | No clue why this happened. | I fixed it by copy pasting the same buttons from the start screen and changing the text. | No idea. | 3 |
|  | |  | | | | | |

De prioriteit van problemen wordt door middel van een getal aangeduid.

0 = Geen prioriteit

1 = Lage prioriteit voor een probleem waar niet meteen een oplossing voor hoeft te worden gevonden.

2 = Prioriteit voor een probleem dat opgelost dient te worden, maar waar voorlopig mee gewerkt kan

worden.

3 = Hoogste prioriteit voor een probleem dat onmiddellijk opgelost dient te worden.

## **Testlog**.

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| **Feedback Testers** | | | | | | |
| **Date** | **Feedback from:** | **What was the feedback?** | **Did you agree with the feedback?** | **If not why?** | **What did you do to with the feedback?** | **Is the feedback fully implemented?** |
| 19/06 | Joe | It looks bad. | Yes. |  | Nothing because I am out of time. | No. |
| 19/06 | Marge | The character feels floaty. | Yes. |  | Nothing because it was good enough. | No. |
| 19/06 | Phillip | A start screen would be nice. | Yes. |  | I made a start screen. | Yes. |