Python assessment testing documentation

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| Date | What is tested | Test type | How was it tested | Expect result | Actualy result | How was it fixed |
| 12/3 | Creating and drawing a blank grey colored screen | Expected | I ran the code | A blank screen with a grey color would appear | The characters appeared on a scene with a grey background | no changes |
| 12/3 | Creating user control (wasd) for the player | Expected/  invalid | I ran the program and pressed the wasd buttons, I also made sure to press potential code breaking combinations such as W and S at the same time. | The player should move up when W is pressed, down when S is pressed, left when A is pressed, and right when D is pressed | The player moved in all eight directions correctly, but when keys with opposite direction are pressed repeatly alternately, the movement became weird and buggy | I updated the movement code with a better version, which listed all possible combinations of key presses and what the movement should be according to it. This made sure that the player will move smoothly. |
| 13/3 | Making the the enemy follow the player constantly | Expected | I ran around the map in all directions | The enemy will follow wherever I go | The enemy followed where I went, but only moved in 8 directions, which made the movement not smooth and weird | I changed the code so that instead of only moving by the x and y axis seperately, I used trigonomitry to calculate the angle between the enemy and the player and made the enemy follow the angle, this made the enemy follow the player in a more precise and smoother way |
| 13/3 | Creating a dash ability by changing the player’s speed for a certain amount of time when the space bar is pressed (1) | Boundary | I pressed the spacebar while moving | I will move quickly in the direction that I was going for a short period of time | I dashed in the direction that I was facing, but did not stop | I changed the code to make sure that the player stopped after dashing |
| 13/3 | Creating a dash ability by changing the player’s speed for a certain amount of time when the space bar is pressed (2) | Boundary | I pressed the spacebar while moving | I will move quickly in the direction that I was going for a short period of time | I dashed in the direction that I was facing, and stopped afterwards, but was couldn’t move after the dash was complete | I changed the code so that the part where it tells the player to stop moving will not be in the on\_update section |
| 14/3 | Creating a dash ability by changing the player’s speed for a certain amount of time when the space bar is pressed (3) | invalid | I pressed the spacebar while stationary | I should not dash as I was not facing any direction | The player did not dash | No changes |
| 14/3 | Creating a dash ability by changing the player’s speed for a certain amount of time when the space bar is pressed (3) | Expected/  invalid | I dashed to the right, then midway through my dash, I changed direction to the left | My dash should continue its momentum and switch directions to the left | The dash continued to the left, but after the A key was released, the player moved to the right on its own | Since my old code minused the dash speed after the dash, it made it so that when the speed to be 0 when the dash switched directions, and when the A key is released, it minused the dash speed to 0 which made the player move the opposite direciton. I changed the code so that when the dash ends, the player will continue with the direction that they are facing at the moment of the key release at the normal speed |
| 14/3 | Added a health display text at the bottom of the screen | Expected | I ran the code | A text with the player’s current and max health should show at the bottom left corner of the screen | The health display worked and showed the player’s health | No changes |
| 14/3 | Added a cooldown timer for the dash ability | Expected | I repeatedly pressed the dash button | The player should only be able to dash once every 5 seconds | The player dashed once and had to wait for 5 seconds to dash again | No changes |
| 14/3 | Drew and added a dash cooldown indicator, which shows the user when the dash will be avalible again after it’s use | Expected | I ran the code | There should be a diplay at the bottom right corner of the screen where a box with a dash icon fills up in 5 seconds, and when the dash button is presesd, it resets the animation | The box only showed the first frame and didn’t progress | Changed the poosition of the dash indicatior code from setup to on\_draw, so that it would update. It worked after this quick fix |
| 14/3 | Added collision betweent the player and the enemy | Expected | I let the enemy collide into me | When the enemy touched me, the collision varible should be set to true, this will be printed into the terminal | The terminal returned true when the enemy touched me, but stayed true after I moved away | Added code so that the collision resets to False after I move away |
| 14/3 | Made the player’s health drop when collision between the player and the enemy is detected | Expected | I let the enemy collide into me | When the enemy collides with me, my health should drop by 5, which will be displayed in the health indicator | The player’s health dropped by 5 when collided with the enemy, but this is repeated quickly as the enemy walked into the player | Added knockback systemm (next row) |
| 14/3 | knockback system where when the enemy collides with the player, the player should be knocked to the direction opposite to the enemy | expected | I let the enemy collide into me | When the enemy collides with me, I should move away from the enemy, so that my health only drops one time | The player was knocked away from the enemy when collided | No changes |
| 15/3 | Added grace period after player got hit, meaning that player wont take any more damage for a certain amount of time after taking damage | expected | I collied with the enemy then walked towards the enemy | After taking damage from initial collision, I should be able to walk through the enemy without taking any damage for 1 second. | After taking damage, I walked into the enemy and took no damage, until a second later when I was hit again | No changes |
| 16/3 | I made the first level for the game, then added it in game | expected | I ran the code | The map should appear, with the player being able to walk around on it | The map appeared, but only covered up a quarter of the window | I changed the map scaling and window size |
| 16/3 | I added a wall layer to the map | boundary | I made my character run into walls | The player should stop when collided with walls | The player could not walk though the walls | No changes |
| 17-25/3 | Walking and idle animations for the player character | expected | I tested the animations by walking around and staying still | The walking animation should play when the character is moving, and the idle animation should play when the player is not moving | The correct animation played and everything work |  |
| 28/3 | Attack sprite | expected | I tested by pressing the attack button | A sprite should appear when the attack button is clicked | The sprite appeared but in the wrong place | I added code to make the sprite spawn on the player |
| 28/3 | Attack sprite collision | expected | I attacked the enemy | When the enemy collides with the sprite, the code should return that the collission between the enemy and the sprite is true | The code returned true | I added code so that when the collision is true, the enemy takes damage |
| 28/3 | Attack sprite collision dealing damage | expected | I attacked the enemy | When I attack the enemy, their health should go down, and knockback should be dealt | The enemy lost health and had knockback, but the attack hit the enemy multiple times in one click | Changed the collision code and incrased knockback to prevent the enemy receiving multiple hits in one click |
| 28/3 | Added an introduction screen | Expected | I ran the game | When I run the game, the first screen should be an introduction screen, where controls are listed, and the player clicks start to begin the game | The introdcution screen appeared, but I couldn’t contine to the main game | Changed the whole code to make every display a view instead of a window, because windows are seperete, views are better. |
| 29/3 | Added a end screen | Expected | I died in the game | When I die, a screen should appear say that I died and wheni click continue, the code should restart so I can try again | When I died, the game over view apeared, and the game resetted when I clicked continue. | No changes |
| 30/3 | Added 2 more levels | expected | I ran the game | There should be 3 levels in total, where when you finish one, the next should run | The levels appeared after each one without problems | No changes |
| 30/3 | Changed the controls of the game to make it easeir to play | Expected | I used the new controls to play the game | The game should run same as before | The game ran normally | No changes |
| 30/3 | I added objects in the game where the player has to collect before damaging the enemy | invalid | I tried to attack the enemy before collecting all the coins | The attack sprite should just go through the enemy and not damage it | The enemy was not damaged | No changes |
| 31/3 | Collecting coins to damage the enemy | Expected | I collect all the coins then tried to attack the enemy again | When I collect all the coins in the level, I should be able to damage the enemy | The enemy was damaged after all the coins are collected | No changes |
| 4/4 | Changing the window size while the game is running | Invalid | I should not be able to change the window size, as the window size is deliberatly set | I should not be able to change the window size | I could not change the window size, I tried normal resizing and clicking the fullscreen button | No changes |
| 4/4 | Running the game on extended periods of time | Invalid | Although the game is not intended to run for extended periods of time, I disabled enemy following me and left the game running for 15 minutes | The game should run normally after I resume the game | The game was running smoothly without problems | No changes |
| 4/4 | Game difficulty curve | Boundary | Made my family members play my game | The difficulty curve should be smooth, so the user should not be stuck on a level for too long as the user would have the chance to learn the game before challenging something difficult | Difficulty curve was reasonble, no one got stuck on a specific level | No changes |
| 4/4 | Game transitioning views | Boundary | Tested the game switching level on multiple devices | The game should run reletively smoothly on all types of devices as there are not too many assets in the game where it would make it hard for lower end devices to load | All types of devices ran the game without trouble | No changes |

Feedbacks

Date: 19/3

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| name | Feedback/idea |
| Brayden | There should be visual communication, sprites suck, game is alright |
| Anson | It should be able to die the bad dude |
| Mr Brimley | Add better attack animations, make enemy die and more enemies spawn, cool |

Changes made from feedback

I added code so that the enemy has animations and the enemy can die. I also added more visual communication aspects, such as the dash indicator, player and enemy health display, and the amount of coins to be collected.

Date: 27/3

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| --- | --- |
| Name | Feedback |
| Kartik rawat | Your game is a bit cooked, I like the animations, make the map more interesting |
| Matthew frenchman | The game is kinda boring, you should add more features to the game, maybe add some coins that the player can collect and add scores.  Also, the player doesn’t have up and down animations, you should add animations for the player when its moving up and down. |
| Hrishi Thaker | The game looks good, but there is only one level, you need to add 2 more levels. The dash also feels to short and not useful, the dash indicator is also not aligned. |

Changes made:

I added another feature to the game, where the player has to collect a set amonut of items before damaging the enemy, I also added 2 more level to meet the requirements. I also extended the dash period so it gives the player more of an advantage. Lastly, I realigned the dash indicator so it is not sticking out the screen border.