QA report - 5/1/22

This is the report of 1st testing after the project was initiated.

Features added to games from Spec -

Game Structure
- Game is structured enough to run one level of the game.

Menu Page
- Menu page is not created.
- Therefore there is no instruction yet.

Control
- Movement of the spaceship is allowed horizontally right and left with right and left arrow keys respectively.
- Up and down movement is currently not working, instead it only goes up and down for the web page.

Shooting
- We should use the "Space" key to shoot as the spec group stated. However we did not use it here, instead we are using "V" key to shoot because "Space" is currently messing with the web page instead.

Background
- No background

Graphics
- One sprite being used

Animation
- There is animation for movement, shooting and enemy/target.
- There is no animation for special effect (e.g. Blood, Sprite, etc.)

"Game Over" Scene
- The scene shows up after you lose all your health but enemies are still remaining.
- The scene only shows the "Game Over" text.
- The text is not in the center of the page. It is slightly off to the left.

Replay/Retry
- There is no replay/retry button.
- If you want to retry, you have to reload the page.

Bug Report

Summary	Description	Steps to Reproduce	Status
Inability to shoot when lives no longer displayed	Once the player was at one life or less and the number of lives remaining no longer displayed on the screen, hitting v to shoot will instead update the display. The player will not be able to shoot until the lives are displayed again. Expected Result: Players should be able to shoot every time they press the button to shoot and not have to hit it once to get lives displayed then shoot again to be able to fire normally again. Actual Result: Hitting the button to shoot will instead cause the lives to display again if the player was at one or less before allowing the player to shoot.	1. Get hit enough times by the enemy or using the debug controls get to 1 life or less. 2. Hit v and attempt to shoot an enemy 3. The game will instead display the lives counter again for about four seconds before disappearing 4. Player will be able to shoot as long as the life counter does not disappear	Resolved
Negative lives	Due to debug controls being available to manipulate lives and points in build three of the game the player is able to have negative lives even after an alert appears signifying a game over. Expected: Should not	1. Using the debug controls to get to zero lives 2. After hitting out of the alert signifying a game over hitting the debug control to lose more lives.	Resolved.

	be able to go to negative lives at all Actual: Game allowed for negative lives either due to just the debug controls or code just letting players have negative lives		
Blue shots	Sometimes the projectile shot by the player either starts blue or turns blue after passing a certain point in the game screen Expected: Projectile should always be white Actual: Projectile from player sometimes just changes color.	Unsure how to reproduce consistently.	Unresolved
No new lives	Every 10k points should award the player a new life but at some point after 600k points earned the player can no longer earn any new lives Expected: A life is awarded every 10k points Actual: No new lives after 600k points earned	1. Play until getting to 600k points and keep surviving	Resolved