420-541-VA Game Programming 2

Week 11 lab 2: Testing a game ( 1%)

Today we will be looking into testing our game.

In order to download the project you will have to clone this git repository :

https://github.com/amcnabbbaltar/420-541-Week11\_Lab2

Then :

Task 1) Open the game project and open the Build folder

Task 2) Fill out the little TRC in the next page ( Page 2)

Task 3) Test the game and categorize the bug you find.

( Game breaking/ Crashes, Walkthrough Break, Gameplay defect )

Fill out the table on page 3.

How to submit your project.

1. Send a link to either your GitHub or a One Drive link via the Assigement Delivery option in LEA.
2. Add me to your repo if it’s private so I can see your work.

Simple TRC for a Kart game :

|  |  |  |
| --- | --- | --- |
| Requirements : | Yes | No |
| A game needs a menu. To chose the different types of gameplay. |  | X |
| Every button in the menu should be animated and have a corresponding action. | X |  |
| A game menu start game button should bring you to a playable level in under a minute. | X |  |
| A kart game needs to a road that is clearly identified. | X |  |
| A kart game needs to have pickups that are clearly identified | X |  |
| A kart game needs to have kart that are clearly identifiable | X |  |
| Object appears to be solid it should be solid and you shouldnt be able to pass throught it. | X |  |
| A player needs to be able to gather pickups and the pickup should disappear when you do so. |  | X |
| The HUD should clearly indicate current Laps. | X |  |
| The HUD should clearly indicate current Powerups |  | X |
| Once all laps are over the level should end | X |  |
| End level should allow you to go back to main menu | X |  |

Bug Description:

In the first race, the power-ups can not be collected by the player. This bug is a Gameplay Defect.

Reproduction Steps:

1. Press the play button

2. On Go, drive to the Green Box



3. On Collision, the player should phase through the Green Box



Expected Behavior:

The Green Box, known as power-up box, should disappear upon contact of the player and give a power-up to the player.

Actual Behavior:

The Player does not receive the power-up and the power-up box does not disappear

Platform and Environment:

● Platform: Computer

● Game Version: 1.0.0

● Graphics Settings: Default

● Network Connection: Not applicable (offline mode)

Screenshot/Video:



