Testing Documentation 2024 Python Arcade Internal

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| Date | Type of Test | What is it being tested | What should happen | What happened | What will be changed |
| 12/03/24 | Expected, checking loading of map | If the tiled map loads | The tiled map should be present on the game | It is here but its very small, | The camera zoom, changing tile scaling |
| 14/03/24 | Expected, | If the game’s map looks normal | The scaling of the game should be appropriate | It worked, the tiles are scaled up and it fills the window now | N/A |
| 14/03/24 | Expected | If the health pots will add health to the player | In console, the printed health should increase | Didn’t work, it says it doesn’t have a health property | Changed ‘Health’ to ‘health’, might be case sensitive |
| 14/03/24 | Expected | ^ | ^ | Same error as before | Will postpone for now |
| ^ | Expected | If the health and score will print on screen | The health level and score should be printed in the window | Did not print | Added the print code to on draw method |
| ^ | ^ | ^ | ^ | Did print however they overlap each other | Changed the start x and y of each item to print |
| ^ | ^ | ^ | ^ | It did print, but they don’t move with the camera, they are drawn onto the map | Postponed for now |
| ^ | Expected | If the health pots will add health to the player | Health should increase in the console print | It still doesn’t work for some reason | I will use a self.health instead of health |
| ^ | ^ | ^ | ^ | It works now, the health was not global and it didn’t add | N/A |
| 16/03/24 | Expected | Testing to see if I split the player and game class right | Should run as it was before | Does not work, Attribute error | Player character has no attribute walk textures |
| ^ | ^ | ^ | ^ | DIDNT WORK STILL IT SAYS Exception has occurred: Attribute Error 2'NoneType' object has no attribute 'add sprite' | I will try moving the self. Scene line higher than the add sprite line |
| ^ | ^ | ^ | ^ | It worked | 😭😭😭N/A |
| ^ | Expected | Checking animations and character scaling | Should have an idle animation | Character is bigger but not animated | Forgot to add the update sprite to on\_update |
| ^ | ^ | ^ | ^ | I got player character doesn’t have idle\_texture\_pair error | Changed the variable name to idle textures |
| ^ | ^ | ^ | ^ | It worked for two seconds then I got texture object is not subscriptable | I don’t know why this isn’t working im gonna postpone this |
| ^ | Boundary | Testing to make sure the player cant go over the edges of the ma[p | Player should get pushed back | It works but just need adjust the boundary by a couple pixels | Change boundary by 50 pixels |
| ^ | ^ | ^ | ^ | It works | N/A |
| ^ | Expected | Testing the health pot once again without using the properties in tiled | Health should add when you take the health pot | It adds to score but not health | Changed it around |
| ^ | ^ | ^ | ^ | Works fine now | N/A |
| ^ | Expected | Added some enemy code, testing if it works | Enemies should follow player, deduce 10 hp and knockback | ???? enemy code is cooked player it just spawns on the player | I spawned the enemy away from the enemy and made it’s movement speed 0 |
| ^ | ^ | ^ | ^ | The enemy doesn’t move now but it does attack me | I have fixed it a little I will wait for help on Monday |
| 18/03/24 | Expected | Added animation code, | Animations should play when the player moves | It works but when you push two keys at the same time it crashes because it doesn’t know what ‘rightdown’ is | I changed the direction code from direction += right’ to = ‘right’ |
| ^ | ^ | ^ | ^ | It works | N/A |
| 19/03/24 | Expected | Added enemy code, | Enemy should follow the player and deduct health | The enemy doesn’t follow player but deducts health when it touches player | I set the enemy\_follow\_player to True |
| ^ | ^ | ^ | ^ | It works now. There was a missing = sign which made it so the ghost could just teleport to player | N/A |
| ^ | Expected | Adding enemy knockback | Enemy should also get knockback when the player hits the enemy to not glitch | The enemy knockback still doesn’t work | I will use the same player knockback code with the enemy too |
| ^ | ^ | ^ | ^ | It works now, just need to change variable naming | N/A |
| 20/03/24 | Expected | Adding the attack function | The player should be able to attack the enemy and deduct hp from their hp po | It does not work I get the enemy | I have decided to use bullets instead of a sword slash |
| ^ | ^ | ^ | The player should be able to shoot a bullet being a sword slash in the direction they are facing | The bullet spawns but doesn’t disseapar nor does it work nor does it kill the enmy | I think I didn’t update the bullet’s actual sprite so it doesn’t move |
| ^ | ^ | ^ | ^ | It works not oh my god, I still need to make it so if the bullet hits the enemy it will damage the enemy though | I will try change the hit list code |
| ^ | ^ | ^ | ^ | It doesn’t work still I got Unbound error for ‘bullet’ | I created a bullet layer outside of the layer\_options because bullets aren’t in the tile map |
| ^ | ^ | ^ | ^ | IT FINALLY WORKS AFTER DAYS | N/A |
| 21/03/24 | Expected | Adding the text so it stays on the screen | The text should stay on the screen rather than move | It doesn’t work says I don’t have a GUI camera | I set a gui\_camera to arcade.Camera() |
| ^ | ^ | ^ | ^ | IT WORKS NOW I just needa change the pixel difference between the text because they overlap but it works | N/A |
| ^ | expected | Making the text update | The text should update with the score etc | It doesn’t work | I added update the text variables into the on\_update() |
| ^ | ^ | ^ | ^ | I got a type error | Enemy\_health was the name of the text and the actual variable and you cant minus text from a int that’s why I changed it |
| ^ | ^ | ^ | ^ | It works now | N/A |
| 25/03/24 | Expected | Making it sothat last direction the player looked, the idle texture for that will run | If the player looks right, doesn’t move it should still look right | It somehow worked first time, I just uploaded the textures for the different directions and copied the walk\_textuers code | N/A |
| ^ | Expected | Making so that the player shoots in direction they’re facing even when idle | Similar to last entry, however the bullet should move in the direction the player looks even if idle | It doesn’t work, it says that that Player\_Character() does not have a direction?? | I will change the self.player\_direction = PlayerCharacter.directino() to PlayerCharacter().direction |
| ^ | ^ | ^ | ^ | It still does not work. | From my other code, I think if I do player\_sprite.direction it should work, because that’s how change\_x, change\_y work. |
| ^ | ^ | ^ | ^ | IT WORKS FINALLY OH MY GOD THAT WAS IT | N/A |
| ^ | Expected | Adding a start game window before the game starts to start or quit. | A window should pop up saying play or quit | It worked first try. I used similar code to the python arcade tutorial | N/A |
| ^ | Invalid | Testing to make sure the game doesn’t break if the user spams multiple keys at once. I will press WASD at the same time and very quickly press each key super fast, alongside pressing other keys like Y, U, Num LK, etc. | Game should not crash or anything | Game handles it perfectly fine. If the user presses opposite direction EG A and D at the same time, the code will not move until one key is released, then the character will move. Other keys did not interrupt or lag the game at all. | N/A |
| ^ | Invalid | Running the game on low end hardware | The game should run fine | The code just takes a while longer to load compared to my i5 12th gen 3060 pc at home. No issues with the code though | N/A |
| ^ | Boundary | Testing the transition between the main menu and the game | The game should have no issues loading the game after the main menu | No problems. The user presses the play button and the game loads | N/A |
| 26/03/24 | Expected | Adding extra level via a portal | The player should be able to walk through the portal that appears when enemy is dead. | The player can walk through the portal and it disappears but nothing happens? | Calling setup function after the player hits the portal |
| ^ | ^ | ^ | ^ | It loads the next level FIRST TRY, but it takes ages to load the next level + the game instantly tries to load level 3? Level 2 is a frame long | I made it so that self.level\_complete is set to false after the first enemy is dead. |
| ^ | ^ | ^ | ^ | Same error I get FileNotFoundError: Cannot locate resource : maps\level\_3.tmx. | The game keeps trying to load the next level again and again. I make the score 0 when the next level comes. |
| ^ | ^ | ^ | ^ | Still tries to load the next level again and again | I separated level complete and portal spawn into two different categories. |
| ^ | ^ | ^ | ^ | It works but the enemy does not move for some reason | In the setup function I will set enemy\_canattack = True so the enemy can attack |
| ^ | ^ | ^ | ^ | It works fine now | N/A |
| 27/03/24 | Boundary | Testing so the player cant go outside the map on level 2 and 3 | The player should go the other direction and bounce back | It doesn’t let the player go out of bounds which is good | N/A |
| ^ | Expected | Testing if the player dies, will they respawn at the spawnpoint | The player should teleport to the spawnpoint | The player does teleport to the spawnpoint when they die | N/A |
| ^ | Boundary | Testing if the player will still die even if the health goes below 0 from 25 to -25 | The player should still go back to the spawnpoint | The player still dies which is good | N/A |
| ^ | Boundary | Testing if the quit button works | The game should quit | It works | N/A |
| 28/03/24 | Expected | Testing to see if my sword loads in level 2 | The sword should load and let the player shoot | It actually works | N/A |
| ^ | Invalid | Making sure that player cant without the sword item | The game should do nothing if the player presses the E key, | The player can still shoot for some reason | I will add a sword\_collected Boolean so that the game knows if the player has the sword or not |
| ^ | ^ | ^ | ^ | It works now, player cant shoot. | N/A |
| ^ | Expected | Testing the orbs and if the player can pick them up to open the portal | The portal should open when the player collects three orbs. | It works. | N/A |
| ^ | Invalid | Testing the ghost enemy to see if it will attack | The ghost shouldn’t attack because it should only spawn in level 3. | Im on a roll it works | N/A |
| ^ | Expected | Testing changing windows to views using arcade.view | The game should all stay in one window rather than multiple windows | It doesn’t work, I got an error saying that it doesn’t know what GameView() is. | Added window.show\_view(Game\_view) |
| ^ | ^ | ^ | ^ | It works now yayayaya | N/A |
| ^ | Expected | Testing the player sword animations | The player should have a sword animation when they shoot | It didn’t work, it said the game has no attribute Can\_shoot | I moved the can\_shoot to the constructor |
| ^ | ^ | ^ | ^ | It still didn’t play the textures | The game just crashes, no idea why. Will fix at home |
| ^ | Expected | Testing orb text | The orb collected should stay at 3 instead of setting to 0 making the quest text look weird | It doesn’t work, portal spwans automatically for some reason | I changed if conditions to orbs = 3 and level = 1 |
| ^ | ^ | ^ | ^ | It works now lets go | N/A |
| 2/4/24 | Expected | Testing code now that I separated classes | I will run the code entirely to see if separating the player and enemy to two different classes inheriting from entity will work. | The code works but the enemy doesn’t spawn. | I made sure to set self.enemy\_sprite = Enemy() and removed the bit where I did it twice in if enemy\_spawn == True |
| ^ | ^ | ^ | ^ | It finally works now | N/A |
| 2/4/24 | Expected | Testing enemy movement code | The enemy should move directions when hit by the player to add difficulty to killing them | It works kinda but the enemy just keeps tweaking and doesn’t stop moving randomly | Added self.enemy\_hit to false at the end of the if statement |
| ^ | ^ | ^ | ^ | It works now, I will just mess around with distances now | N/A |
| 2/4/24 | Expected | Checking swing code. | The player should play swing textures when pressing e with the sword | It works but the textures don’t stop playing, not sure why. | Using itertools’s cycle to cycle through the frames |
| 2/4/24 | Expected | Testing the main menu text changes | Changing font of the main menu + adding instructions | It works fine. | N/A |
| 3/4/24 | Expected | Checking swing code. | The player should play the swing textures when pressing e with sword | It doesn’t work the player just keeps swinging again and again and again | Changing self.swing to false after its been 5 textures |
| ^ | ^ | ^ | ^ | It still doesn’t work?? | The if statement cant read the cycle, I will change it from if self.sword\_animation\_cycle to self.cur\_texture |
| ^ | ^ | ^ | ^ | IT FINALLY WORKS it’s a little fast though | Changing sword animation timer to animation\_timer |
| ^ | ^ | ^ | ^ | Fixed now | N/A |
| 4/4/24 | Invalid | Testing the knockback when collision with ghost and player | The player should collide with the ghost and there should be enough space for the player to run | There isn’t enough distance between the player and the ghost and the player just collides with the ghost again and again and the ghost glitches inside the player | Will change knockback speed |
| ^ | ^ | ^ | ^ | This fixed the issue, | N/A |
| ^ | Boundary | Testing if the knockback can push player through walls | The player should not be able to glitch through walls with collision with ghost | The player cannot go through the walls | N/A |
| ^ | Expected | Testing if the game still works after replacing numbers for constants | The game should run fully | Works fine | N/A |
| ^ | Expected | Testing the changed positions of health text | The text should be aligned correctly | Works fine | N/A |
| ^ | Expected | Testing the changed font and position of the quest text | The text should be aligned correctly | Works fine | N/A |
| ^ | Expected | Testing the entire game after changing some variable and constant names | The game should run fully and fine | Works great | N/A |
| 5//4/24 | Invalid | Testing the game’s borders after changing some int’s to constants | Player should not be able to glitch out the map | Works fine | N/A |
| ^ | Invalid | Pressing all the keys at the same time | Game shouldn’t crash, game should handle smoothly | It works fine. The sword textures do change direction while maintaining the current texture which is good | N/A |
| ^ | Invalid | Trying to phase through the walls with ghost knockback | The player should still stay in the map | It works. The player does get pushed back into the walls | N/A |
| ^ | Invalid | Minimising the game while playing | Minimise the game while playing it | Game still work. The textures don’t lag out and the sound effects still play | N/A |
| ^ ( I did this at school) | Invalid | Running the game on low end hardware | Running game on school computer | The game does run, however loading level is much slower due to less VRAM available on the school computers | N/A |
| ^ | Invalid | Changing window size | Resize the window while playing | I have disabled window resize, but the window can still be moved | N/A |
| ^ | Boundary | Testing the difficulty of the game | I will play through the game acting really bad at it | The game is still beatable, I have made it so that the player doesn’t respawn at level 1, but at the start of the boss fight. However, if the user collected shieids, they are not returned as a punishment for poor performance. The ghost is out runnable with the player speed. | N/A |
| ^ | Boundary | Testing upper bounds of player health | I will gain shields and see if I die or not | With shields, in increments of 25, 50, 75 and 100. I do loose shield first, then when health drops to 0 or below0 I do die. | N/A |
| ^ | Boundary | Testing the bounds of attack | I will test the game and see if the attack is a good damage number. | The damage number is quite good at the moment. 25 damage kills the ghost in 4 hits, which is appropriate considering it is a boss fight. | N/A |
| ^ | Invalid | Pressing random keys not related to the game | I will push every key on my keyboard while playing | Nothing happens except when I press the windows key which is fine, | N/A |
| ^ | Expected | Testing reoptimized textures | I have optimised the slash textures for faster loading | The slashes do load quicker than they did before. This is good | N/A |
| ^ | Expected | Testing the new end screen | I have changed the font size | It is way too big, will change it to SUBHEADING size | N/A |
| ^ | Expected | Final playthrough | Playing through the game | Works. | N/A |

WISH ME LUCK

PLAYTESTING \* = (I haven’t implementing anything specific from this feedback because I believe that nothing here could improve my code significantly and/or would be too much of a hassle for little benefits )

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| Name | Feedback | How I implemented this` |
| Jakob Brown | Good design and spites, could add health bars above sprites if possible and some sprites don’t have complete outlines which could make it stand out to much or little compared to everything else. | \* |
| Matthew Frenchman | I like the multi directional attacks, health bar could be improved by making sure it stuck onto the players camera, when you make contact with a wall you the character turns the opposite way. | I have added the suggestion of when you are in contact with a wall the character turns the opposite way. |
| Luke | I think that you should make it so the last direction you face it will shoot in that direction because what if you don’t want to move. Also can you add it so that when you kill the enemy the doors open or something else happens | I have also added this. Last direction shooting has been added for easier combat in the game. I have added a portal for when you kil the enemy |
| Jason Ho | The score should move with the screen and also | I have added this by using a gui camera to draw my text rather than drawring it on the map |
| Mr Brimley | I like the sprites and sound design you have, I would try to add more enemies and have some respawn | I have added a respawn ability. When the enemy dies, they respawn at the start of the level with the enemy with both the enemy and the player at full health. |
| Thomas Chen | Good sprites and movement, but the shooting is sort of hard to aim, maybe make it point at the cursor instead of direction the player is moving, and reduce the volume of the sound effects because they’re a little loud | Even though I would love to have mouse movement aiming, I cannot add it due to assessment restrictions. Therefore I have used last direction based shooting. I have also changed the sound effects to more appropriate noise levels. |
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WEDNESDAY PLAYTESTING 27/03/24

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| Dan | Takes a while to load but a cool concept with promise. | Nice feedback, working on load times atm |
| Lucas | Its kinda boring rn, add more stuff to the game | I have added quests, three total levels alongside more functionality to the game rather than just killing one enemy |
| **Jack** | Could make the ghost slower because its too fast. | Have changed ghost speed to make it more balanced |
| Elvin | Slowing down the ghost would be nice and an ability to aim with the mouse | I have slowed the ghost down. |
| Max | You could add another concept to the game and make it more than just killing one ghost maybe? | I have added quests, and three different levels with different quests |
| Balie | Add the controls to the start screen so I know what the controls are | I have added instructions to the main menu |
| Jay | Maybe more enemies and bosses | \* |
| Fazil | Controls need to be better and maybe show the controls on the title screen | I have shown controls on the title screen. |
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