# Black Box Testing

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| ID | Feature | Test | Expected | Actual | Solution |
| 1 | Collision | Player hits object | Object moves away in opposite direction. | Player moved inside of object. | Stop adding the camera move vector when collided. |
| 1 – Retest 1 |  | Player hits object | Object moves away in opposite direction. | Object moved in same direction as player not the direction it hit | Work out the direction between the camera and the object and multiply it by the move speed. |
| 1 – Retest 2 |  | Player hits object | Object moves away in opposite direction. | Object moves away in opposite direction. |  |
| 2 | Collision | Object to object collision | Objects bump into other objects and then slow down themselves or stop depending on whether the other object is moveable. | When one object collides with another object, they just get stuck inside each other. | Direction vector being calculated wrong. |
| 2 – Retest 1 |  | Object to object collision | Objects bump into other objects and then slow down themselves or stop depending on whether the other object is moveable. | When one object collided with another, it would push it away but the further away the object would move the velocity of the first object would exponentially get higher. | Normalise direction vector. |
| 2 – Retest 2 |  | Object to object collision | Objects bump into other objects and then slow down themselves or stop depending on whether the other object is moveable. | Objects work in the positive axes but move positively in the negative axes. | Removed direction vector as it was a negative multiple as well, making it become a positive. |
| 2 – Retest 3 |  | Object to object collision | Objects bump into other objects and then slow down themselves or stop depending on whether the other object is moveable. | Objects collide and move right speed but they only move in the same direction as the original object not the direction. |  |

# White Box Testing

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| ID | Test | Evidence |
| 1 | Test to make sure health works currently and subtracts when bullet collides |  |
| 1 - works | Test to make sure health works currently and subtracts when bullet collides |  |
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