Test

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| Test | Type of test | Successful | Failed | Comments |
| The sprite of the main character appears correctly | Unit Test | x |  |  |
| The main character moves left and right | Unit Test | x |  |  |
| The main character jumps | Unit Test | x |  |  |
| The main character can only do two jumps before returning to the ground | Unit Test | x |  |  |
| The sprite of the main character inverts to the right when it moves to the right | Unit Test | x |  |  |
| The sprite of the gull appears correctly | Unit Test | x |  |  |
| Gulls appear in random x coordinates on the rightmost position of the screen every certain amount of time. | Unit Test | x |  |  |
| Gulls destroy when they are hit. | Unit Test | x |  |  |
| Gulls spawn time reduces, and their velocity increases within time of the game | Unit Test | x |  |  |
| Gulls move from right to left | Unit Test |  | x | When the second gull appears the game crashes |
| Gulls move from right to left | Unit Test | x |  | I solved the problem by destroying the last gull before spawning a new one. |
| There is a counter that starts in 0 and increases by 1 every time a Gull is hit by the main character | Integration test |  | x | The variable is updated, but the score does not appear correctly on screen. |
| The sprite of the Eagle appears correctly | Unit Test | x |  |  |
| Gulls appear in random x coordinates on the leftmost position of the screen every certain amount of time and move from left to right. | Unit Test |  | x | When the second eagle appears the game crashes |
| A sound plays when a Gull is spawned | Unit Test |  |  |  |
| The game camera follows the main character |  |  |  |  |
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