White Box Testing

Testing Phase 1 and 2

In our first testing phase we test the general functionality of our project. We control if the

* Rendering
* camera movement
* input registration

Renderer

See if every object is rendered right

Camera + button input test:

Press button to move and rotate camera

Menu and mouse input test:

Do something when an option was clicked

Enemy AI Test:

Test if he chases when player is in his sight and attacks him when he’s nearby. See if he loses interest when player is far away

Collision

Test if different objects are colliding when they approach each other with different speed

Pausing

See if every object stop doing their things when game is paused

Combat

See if player and enemies lose health when attacked and die when life <= 0 and if attack

range is working

Transition

See if the transitions between the menus and game works

HUD

Control if the HUD is being updated when the health or inventory is being changed

Black Box Testing

Testing Phase 3