**- 15\_FooYuFeng -**

**- Functions and Features -**

1. **Added Features of knockback for players.**
2. **Added 4 New Functions of gamestats: GamePause, GamePlay, GameWin, GameLost.**
3. **Added the enemy: Slime.**
4. **Added functions of picking up items like crystals.**
5. **Added functions of player’s health and damage taken.**
6. **Added functions of player’s ground checker to allow players to have proper animations and different friction physic in air and ground.**
7. **Added functions of scoring points.**
8. **Added functions for audios playing.**
9. **Added feature of camera slowing moving towards the player.**
10. **Added functions of sprites changing animation based on conditions. (such as player jumping, or enemy moving, this script was made for multipurpose.)**
11. **Optimize colliders functions to work with certain colliders so each trigger is in their own layer of physics, this means enemies have another wall that the player can pass through, but enemy cannot.**
12. **Optimize everyone’s script to use FixUpdate(), as this is more of a consistent gameplay upon further testing.**

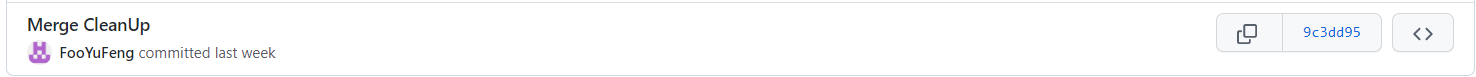
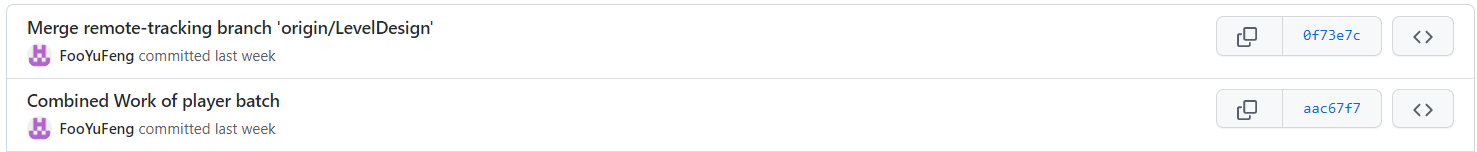
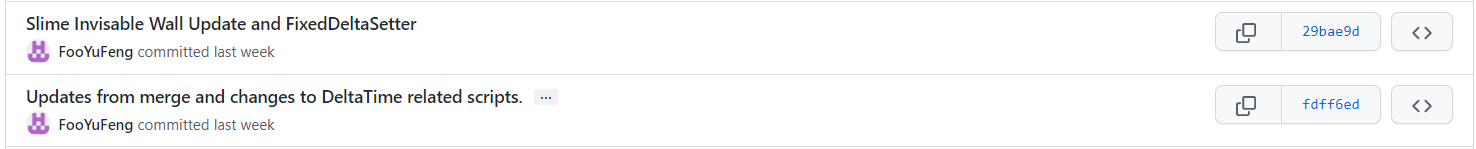
**- UAT Test Cases -**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test Case ID | Description | Input | Expected Result | Actual Result | Status | Remark |
| 1 | Player moves to the left direction | While “A” key is push | Player moves to the left | Player moves to the left | Pass | Nil |
| 2 | Player moves to the right direction | While “D” key is push | Player moves to the right | Player moves to the right | Pass | Nil |
| 3 | Player jumps from the ground | While “Space” key is push | Player goes up in air and comes back down | Player goes up in air and comes back down | Pass | Nil |
| 4 | When the player dies | When health reaches 0 or below | Player will play the death animations and lose screen will appear after | Player will play the death animations and lose screen will appear after | Pass | Nil |
| 5 | When the player got hit | When player took any health damage | Player was knockback and/or hurt | Player was knockback and/or hurt | Pass | Nil |
| 6 | When player collect items | Player collider with trigger items | Player deletes the item | Player deletes the item | Pass | Nil |
| 7 | When all items are collected | Player collides with items | Goal will appear at the end of the level | Goal will appear at the end of the level | Pass | Nil |
| 8 | When the player reached to the goal | Player collides with the goal | Win menu will appear | Win menu will appear | Pass | Nil |

**- Branches and Merges -**

**Background pattern

Description automatically generated with low confidence** **A picture containing graphical user interface

Description automatically generated**     Graphical user interface, application

Description automatically generated     

**- Unity Test Runner -**

**Text

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