

Qix Game- CPS 406 W2025

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Test Report

Test Type	Test Details	Steps	Expected Result	Priority	Result
Player Movement	Moving and changing directions with user input	Press arrow/WAS D keys	Pressing W/Up makes the Sparc go up Pressing S/Down makes player go down Pressing A/Left and D/Right to go left and right respectively	High	Passed
Player Movement	Player changes direction at corner	Use arrow keys to move towards corner	Direction should change to keep moving and stay in bounds	High	Passed
Push Mechanics	Successful push mechanic	1. Initiate push by pressing space 2. Return to edge	Area is considered claimed and field shrinks	High	Failed
Push Mechanics	Push is reset by Qix	1. Initiate push 2. Let Qix touch the Player	Incursion resets and one life is lost	Medium	Passed
Qix Movement	Qix moves around in a field randomly	1. Spawn a Qix in the field 2. Observe for 30 sec	Moves randomly, avoids unclaimed areas, changes directions on collision	Medium	Passed
Qix	Qix follows	1 Initiate	The finder Qix should	Low	Failed

Movement	the player and other Qix move towards the player	push 2. Let Qix touch the push line	follow the push line and all other Qix should converge on the player location		
Sparc Mechanics	Sparc move around on the edge of the field	1 Spawn a Sparc in the field	Move along the edge until hitting the player	High	Passed
Sparc Mechanics	Sparc changes direction when colliding with player	Hit Sparc with player while both on the edge	Sparc changes direction	High	Passed
Sparc Mechanics	The player collides with Sparc and loses a life	Allow Sparc to hit player	Player loses a life after collision, and incursion resets	Medium	Passed
Level Progression and Difficulty	Level completes and progresses	Claim $\geq 50\%$ of field using player	Next level loads with increased difficulty	Medium	Failed
Level Progression and Difficulty	Game over	Lose all lives with player	Game over appears and game ends	Low	Failed