Module Three Project Log

**What to test:**

* Player Controls – (Nathan)
* Enemy behaviors – (Nathan)
  + Guard - (Brian)
    - Patrol Patterns - (Corey)
    - Engaging
    - Stationary - (Corey)
  + Turret - (Brian)
    - Player tracking
    - Ambient movement - (Corey)
  + Boss - (Brian)
    - Phase changes - (Corey)
    - Attack patterns - (Corey)
    - Health pool
* Map design – (Nathan)
  + Enemy placements - (Brian)
* Weapons - (Brain)
* Powerups - (Corey)
* Models / Animations – (Nathan/ Corey)
* Obstacles - (Brian)
  + Exploding barrel
  + Lifts / moving objects - (Corey)
* Pickups – (Nathan)
* Menus - (Brian)

**How to test (All):**  
Immediately after implementation we make sure to test for desired functionality. If the added object does not work as intended we check for the issue and resolve it as necessary.

* Play tests will be done regularly as new features are added in order to resolve any bugs that may appear.
* Demo’s will be made and tested the week of the Alpha and Beta releases. Alpha and Beta releases will be compared to the test plan to ensure that the desired functionality has been implemented on time and to standards.
* Final release will be tested before final submission.

**How to update test plan (All):**  
Run the change past other team members and add a comment on reflected changes. Ensure that the previous test plan is still accessible.

**How to report bugs (All):**  
Issues tab report made by the founder of the issue and a Discord message sent to the person responsible for the issue to notify them.

**How will bugs be tracked (All):**  
Issues tab report made by the founder of the issue.