Testing

When completing the testing part of my project I had to complete several in-depth tests of my product to ensure that there were as little bugs in the prototype as possible. Some of the tests that I performed were:

* Complete the game with all scenarios.
* Complete the game with settings changes such as fastType and instaType enabled in different tests.
* Edit settings in-game.
* Give the game to other people in order to see if they do anything differently.

When performing these tests, I found a few bugs. These are as follows, in order of the tests aforementioned.

* The game could not be completed when going through the second pathway. This was because the key that was required to open the door was not placed in the room.
* When playing the game with both fastType and instaType on, the text would flicker rapidly.
* The keyboard binds could not be edited in game.
* The speed of typing (fastType) could not be edited.

After these bugs were found, I attempted to roll out fixes for them. The following is a list of fixes that I made, in order of the aforementioned bugs listed.

* Added a key to the second pathway, resulting in the game being able to be completed.
* Adding a check to ensure that fastType and instaType could not be selected at the same time. If instaType is enabled, fastType will be disabled and vice versa.
* Fixed the ability to edit keyboard binds in-game, by making the variables that they were supposed to change editable.
* Added the ability to edit the speed of fastType.

This final fix, the speed of fastType being unchangeable, created another bug where the speed was reset when the game restarts. This was fixed by implementing a way to force the game to save the keyboard binds manually whenever the user wants, as long as they are in the menu screen. The keyboard binds also save on quit, but do not save on crash. This is another bug that needs to be fixed, but I have not been able to find a solution as of yet. This bug fix also meant that I had to update the configuration file to add the new options.

The tests that I performed were extensive, and can be seen in the table below.