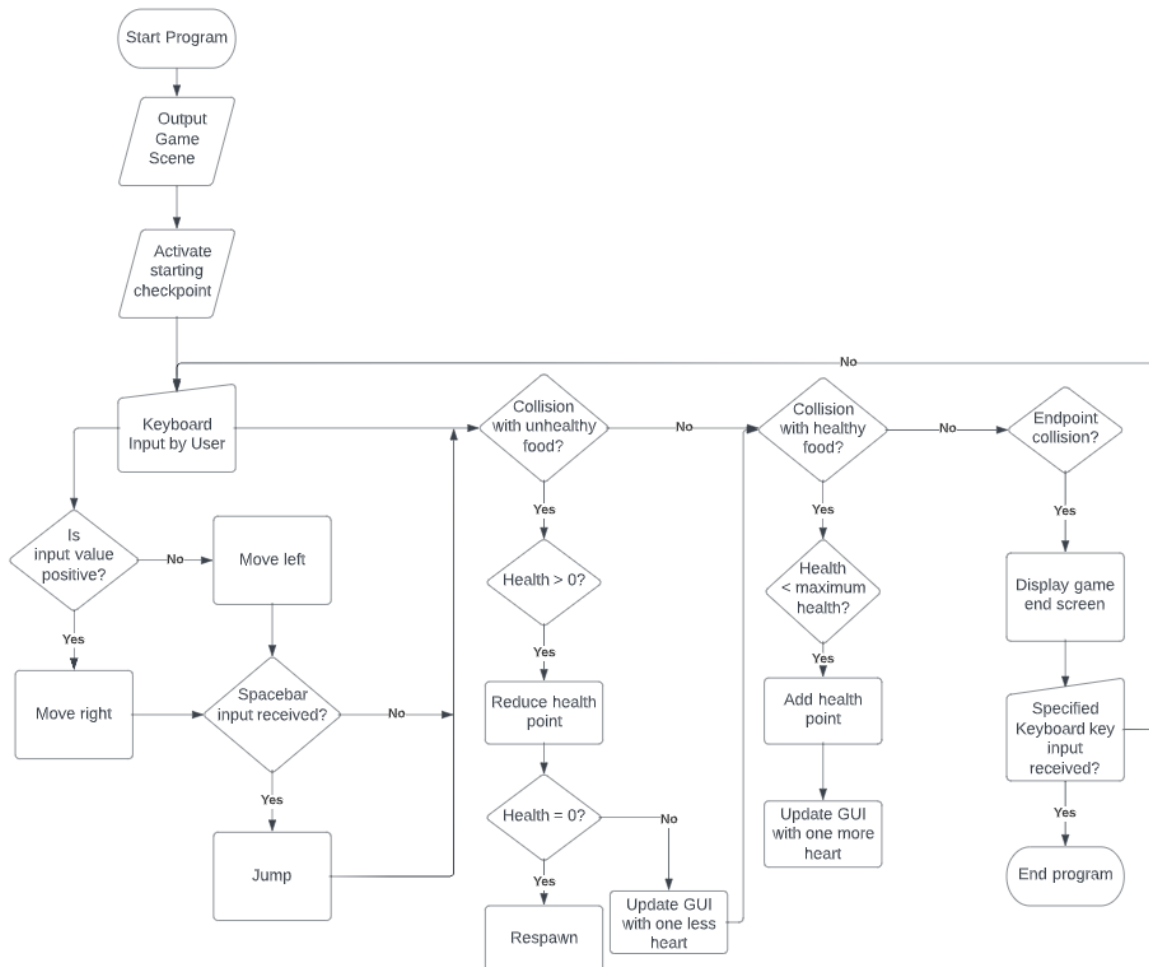
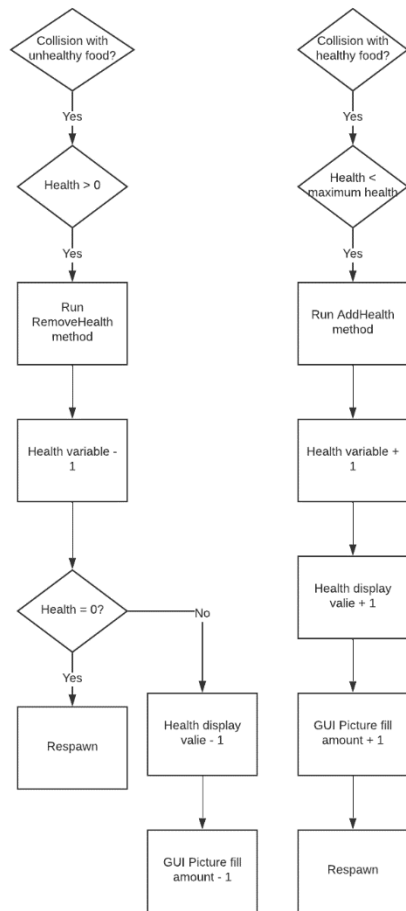


Design Overview

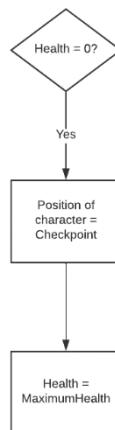
Flowchart of processes



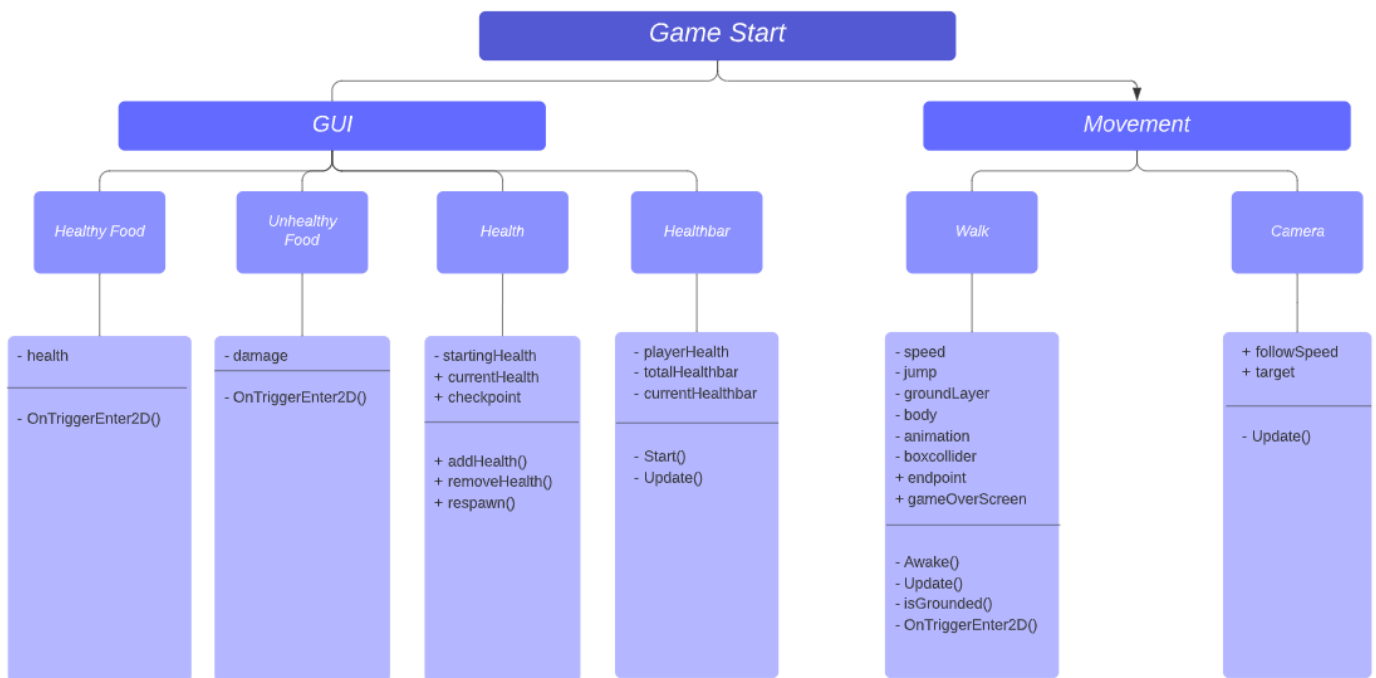
Extended Flowchart – Health Update System



Extended Flowchart – Respawn

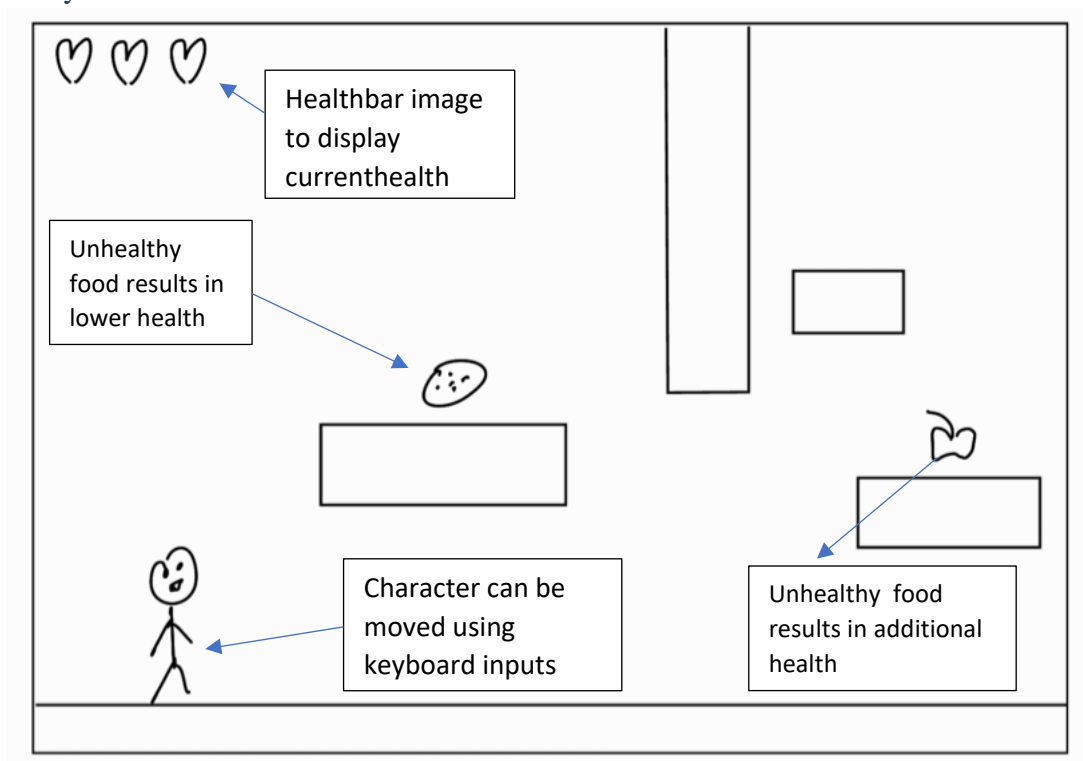


Structure Diagram



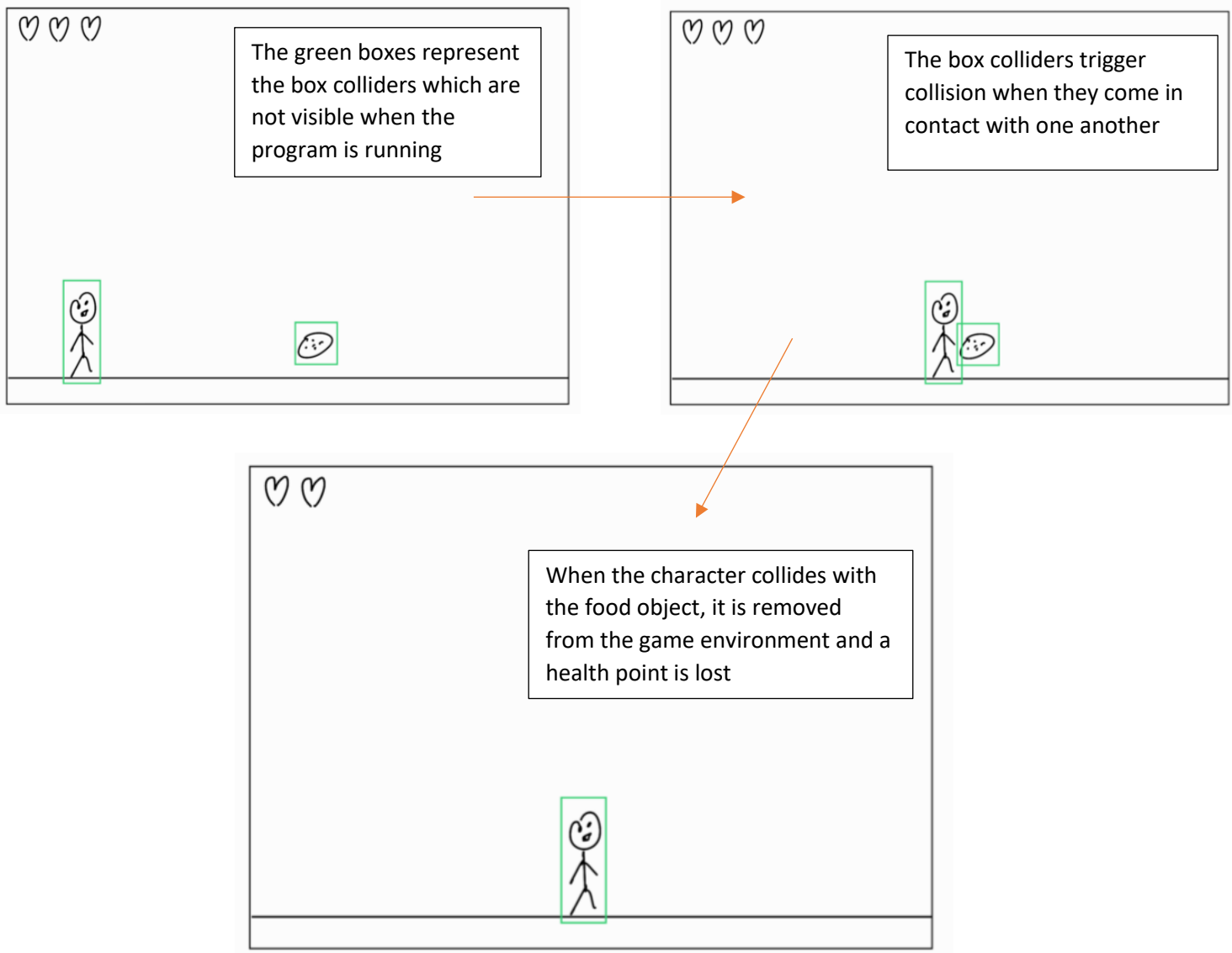
GUI Design

Level Layout



Collision Process

Character collision with food items



Pseudocode

COLLISSIONOCCURED()

SET gameobject.SHOW(false)

Health - 1

Test Plan

Test Description	Test Method	Expected Outcome
There is a visible character model, food items and level design	Try running the program and observe if the character model, food items and level design is rendered in the game scene	After the program is run, the character model, food items and level design is visible in the scene
The character model is controllable and can be moved through keyboard inputs	Observe if the character model moves after keyboard input is given	The character model moves in response to the user keyboard input
Character model loses health points after contact with 'unhealthy food' game objects	Bring character model in contact with the unhealthy food game object and observe the health bar	The health bar displays lesser health points after the character model interacts with unhealthy food objects
Character model gains health points after contact with 'healthy food' game objects	Bring character model in contact with the healthy food game object and observe the health bar	The health bar displays more health points after the character model interacts with healthy food objects
The character model is prevented from going past the intended level design	Try moving character model to the limits of the level design and platforms and observe if character model is prevented to go past the limit	Box colliders stop the character model from moving past level design
The health bar GUI updates to the health points of the character at any given moment	Try running program and observe health bar after collisions with food game objects	An additional heart is visible on collision with healthy food and one lesser is visible after collision with unhealthy food
Losing all health points resets position and refills health	Try losing all health points and observe position and health of character	The character position is back to the starting position

		and current health = total health
Going past flag shows the game end screen	Move the character model past the flag and observe if the game end screen is visible	After the character model moves past the trophy, the game end screen appears
Pressing the 'Esc' key ends game/closes application	Press the 'Esc' key and see if the application program ends	The application program ends and exits to desktop