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| Game Test 1 – 22/10/2021 | | | | | | | |
|  | **Test Area** | **Test Type** | **Test Number** | **Prediction** | **Outcome** | **Comments** | **Bugs/issues Found** |
| Player Character | Movement | Directional movement  W, A, S, D | 1 | The character should move the correct direction based on the user input from the W, A, S and D keys. | Character moves in the direction inputted by user. | Correct outcome. | N/A |
| 2 | The character should move the correct direction based on the user input from the W, A, S and D keys. | Character moves in the direction inputted by user. | Correct outcome. | N/A |
| Directional movement  Arrow keys | 1 | The character should move the correct direction based on the user input from the arrow keys. | When using the arrows for left and right the character moves in the correct direct. Upwards arrow causes the player to jump. | The arrows have been tested as they are a form of input that is working somewhat for movement. I would recommend the arrow keys can move the character for ease of use for some players. So, the arrow keys need to be fixed. | Arrow key upwards does not work. Makes the player jump. |
| 2 | The character should move the correct direction based on the user input from the arrow keys. | Results repeated. | Results repeated. | See above. |
| Jumping on spacebar | 1 | The character should jump when spacebar is pressed. | Character jumps when space bar is pressed. | Correct outcome. | N/A |
| 2 | The character should jump when spacebar is pressed. | Character jumps when space bar is pressed. | Correct outcome. | N/A |
| Directional Jumping | 1 | While jumping the character should be able to move. | Character can move in the direction they wish to jump and move either left or right while and after jumping. | Correct outcome. | N/A |
| 2 | While jumping the character should be able to move. | Character can move in the direction they wish to jump and move either left or right while and after jumping. | Correct outcome. | N/A |
| Jumping Distance | 1 | Character should be able to make a 1 block jump distance upwards. | Character upwards jump is about 1.5 blocks high and can be used to cheat the first jump in the tutorial level. | The outcome of the test shows that the current hight of the jump is too high and can be used to exploit areas of the game. The hight of the jump needs to be reduced. | The jump is causing the player to be able to clip to blocks that shouldn’t be able to jump up too this maybe a problem with the jump or the environment. |
| 2 | Character should be able to make a 1 block jump distance horizontally. | Character can jump a 4-block space. | The outcome shows the jump is currently too long and the player can jump 3 blocks more than intended. | The horizontal jump allows the player to jump to far ignoring the jump + dash. |
| Dash on shift key | 1 | When shift key is pressed the player should dash. | Player dashes when shift key is pressed. | Correct outcome. | N/A |
| 2 | When shift key is pressed the player should dash. | Player dashes when shift key is pressed. | Correct outcome. | N/A |
| Dash direction | 1 | When shift + directional key (A, S, D, and arrow keys) player will dash in the correct direction. | Correct outcome for A, S, D. Left, and right arrow keys do not give the correct type of dash and downward arrow does not work. | The downward arrow does not interact with the dash which need to be fixed. The left and right arrows do not interact correctly with the dash. | Downward dash with arrow doesn’t work needs to be added or fixed. The left and right arrows interaction is a major issue as it allows the player to perform a movement that is not wanted. This will need to be fixed or removed. |
| 2 | When shift + directional key (A, S, D, and arrow keys) player will dash in the correct direction. | Correct outcome for A, S, D. Left, and right arrow keys do not give the correct type of dash and downward arrow does not work. | The downward arrow does not interact with the dash which need to be fixed. The left and right arrows do not interact correctly with the dash. | Downward dash with arrow doesn’t work needs to be added or fixed. The left and right arrows interaction is a major issue as it allows the player to perform a movement that is not wanted. This will need to be fixed or removed. |
| Dash distance | 1 | When player dashes, they should move 2 blocks space vertically and horizontally. | Distance moved while dashing is making player move 3 blocks horizontally and 4 blocks high. | The play when dashing can make too much distance no matter what direct the player takes. | Vertical dash is 2 blocks too high needs reduction and horizontally 1 block too far which also needs a reduction. |
| 2 | When player dashes, they should move 2 blocks space vertically and horizontally. | Distance moved while dashing is making player move 3 blocks horizontally and 4 blocks high. | The play when dashing can make too much distance no matter what direct the player takes. | Vertical dash is 2 blocks too high needs reduction and horizontally 1 block too far which also needs a reduction. |
| Dash + jump distance | 1 | When player jumps and dashes, they should move 3 blocks distance | The player moves considerably more than intended. | The distance is about 6/7 blocks high which is almost double than intended. | This combo is currently double the intended amount and needs to be reduced. |
| 2 | When player jumps and dashes, they should move 3 blocks distance | The player moves considerably more than intended. | The distance is about 6/7 blocks high which is almost double than intended. | This combo is currently double the intended amount and needs to be reduced. |
| Dash + jump left or right direction | 1 | Player should be able to dash left or right after a jump. | Player is unable to dash left or right after jump. | The action is blocked until the player touches the ground. | The player should be able to dash in the air left or right so this needs to be added or fixed. |
| 2 | Player should be able to dash left or right after a jump. | Player is unable to dash left or right after jump. | The action is blocked until the player touches the ground. | The player should be able to dash in the air left or right so this needs to be added or fixed. |
| Interactions | Damage player when colliding with basic enemy | 1 | Player should take damage when colliding with enemy. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should take damage when colliding with basic enemy. | Correct outcome. | Correct outcome. | N/A |
| Damage player when colliding with advanced enemy | 1 | Player should take damage when colliding with advanced enemy. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should take damage when colliding with advanced enemy. | Correct outcome. | Correct outcome. | N/A |
| Damage player when colliding with flying enemy | 1 | Player should take damage when colliding with flying enemy. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should take damage when colliding with flying enemy. | Correct outcome. | Correct outcome. | N/A |
| Damage player when colliding with shooting enemy | 1 | Player should take damage when colliding with shooting enemy. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should take damage when colliding with shooting enemy. | Correct outcome. | Correct outcome. | N/A |
| Damage player when hit with projectile | 1 | Player should take damage when hit with projectile. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should take damage when hit with projectile. | Correct outcome. | Correct outcome. | N/A |
| Damage player when colliding with spiked enemy | 1 | Player should take damage when colliding with spiked enemy. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should take damage when colliding with spiked enemy. | Correct outcome. | Correct outcome. | N/A |
| Kill player when collision with water | 1 | Player should lose all health when colliding with water. | Player does not take any damage when colliding with water. | There is currently nothing in place to kill the player when colliding with water. | Damage needs to be added to water collision with water as the water cannot walk on water. |
| 2 | Player should lose all health when colliding with water. | Player does not take any damage when colliding with water. | There is currently nothing in place to kill the player when colliding with water. | Damage needs to be added to water collision with water as the water cannot walk on water. |
| Player deals damage to basic enemy | 1 | Player should deal damage to basic enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should deal damage to basic enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| Player deals damage to advanced enemy | 1 | Player should deal damage to advanced enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should deal damage to advanced enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| Player deals damage to flying enemy | 1 | Player should deal damage to flying enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should deal damage to flying enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| Player deals damage to shooting enemy | 1 | Player should deal damage to shooting enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should deal damage to shooting enemy when dashing. | Correct outcome. | Correct outcome. | N/A |
| Player deals damage to spiked enemy | 1 | Player should deal damage to spiked enemy when dashing. | Downward dash not 100% working. | Sometimes while dashing downwards the player will take damage instead of dealing damage. | Downward dash sometimes deals damage or causes player to take damage. This is an inconstant interaction and needs to do one or the other. |
| 2 | Player should deal damage to spiked enemy when dashing. | Downward dash not 100% working. | Sometimes while dashing downwards the player will take damage instead of dealing damage. | Downward dash sometimes deals damage or causes player to take damage. This is an inconstant interaction and needs to do one or the other. |
| Player interaction with environment | 1 | Player should be able to walk on tiles and not clip through any tiles (this does not include water). | Able to move on intended tiles. Does clip through tiles and the player can clip onto a tile when jumping. | Clipping to tiles while jumping is not a wanted feature. Clipping through tiles also is not wanted and does not look clean. | The clipping issue needs to be fixed as it is not intended and looks poor. This could be an issue with collision or jumping. |
| 2 | Player should be able to walk on tiles and not clip through any tiles (this does not include water). | Able to move on intended tiles. Does clip through tiles and the player can clip onto a tile when jumping. | Clipping to tiles while jumping is not a wanted feature. Clipping through tiles also is not wanted and does not look clean. | The clipping issue needs to be fixed as it is not intended and looks poor. This could be an issue with collision or jumping. |
| Time between damage | 1 | The player should not take damage from enemies too quickly after a hit. | Too soon to take damage again. | The time in between the character takes damage between hits feels too little. | There needs to be more time in which the player cannot take damage after a hit. |
| 2 | The player should not take damage from enemies too quickly after a hit. | Too soon to take damage again. | The time in between the character takes damage between hits feels too little. | There needs to be more time in which the player cannot take damage after a hit. |
| Enemy | Movement | Basic enemy pathing | 1 | Once locked on to player basic enemy should jump towards the player. | Correct outcome. | Correct outcome. | Very aggressive possible timing change needed. |
| 2 | Once locked on to player basic enemy should jump towards the player. | Correct outcome. | Correct outcome. | Very aggressive possible timing change needed. |
| Advanced enemy pathing | 1 | Once locked on to player advanced enemy should jump towards the player. | Correct outcome. | Correct outcome. | Very aggressive possible timing change needed. |
| 2 | Once locked on to player advanced enemy should jump towards the player. | Correct outcome. | Correct outcome. | Very aggressive possible timing change needed. |
| Flying enemy pathing | 1 | Flying enemy should move up and down on a path or side to side on a set path. | No pathing does not move. | The gravity on the flying character is stopping the character from being able to move as intended. | Gravity on this character needs to be fixed or possible other solutions. If not possible the character will have to be changed or removed. |
| 2 | Flying enemy should move up and down on a path or side to side on a set path. | No pathing does not move. | The gravity on the flying character is stopping the character from being able to move as intended. | Gravity on this character needs to be fixed or possible other solutions. If not possible the character will have to be changed or removed. |
| Shooting enemy pathing | 1 | Shooting enemy should look on and rotate towards the direction of the player. | No rotation. | The shooting enemy does not move to face the direction of the player. | A rotation needs to be added to the shooting enemy. |
| 2 | Shooting enemy should look on and rotate towards the direction of the player. | No rotation. | The shooting enemy does not move to face the direction of the player. | A rotation needs to be added to the shooting enemy. |
| Spiked enemy pathing | 1 | The spiked enemy should move from point to point on the set path. | Correct outcome. | Correct outcome. | N/A |
| 2 | The spiked enemy should move from point to point on the set path. | Correct outcome. | Correct outcome. | N/A |
| Interactions | All ground enemies should die after contact with water | 1 | All ground enemies should die if they encounter the water. | No enemies die with contact of water. | It is not in the game for the water to kill the enemies. | The enemies should die when in water, so this needs to be added to the game. |
| 2 | All ground enemies should die if they encounter the water. | No enemies die with contact of water. | It is not in the game for the water to kill the enemies. | The enemies should die when in water, so this needs to be added to the game. |
| Enemies’ world interaction | 1 | The enemies should be able to move on the tiles and not clip through any tiles. | The enemies move on tiles as intended. Clipping issues. | There are some issues with the enemies clipping through tiles. | Possible issues with tiles or sprites need to be fixed for a cleaner look. |
| 2 | The enemies should be able to move on the tiles and not clip through any tiles. | The enemies move on tiles as intended. Clipping issues. | There are some issues with the enemies clipping through tiles. | Possible issues with tiles or sprites need to be fixed for a cleaner look. |
| Physics | Character physics | Jump speed | 1 | The jump speed should feel smooth. | Correct outcome. | Correct outcome. | N/A |
| 2 | The jump speed should feel smooth. | Correct outcome. | Correct outcome. | N/A |
| Dash speed | 1 | The dash speed should feel smooth. | Correct outcome. | Correct outcome. | N/A |
| 2 | The dash speed should feel smooth. | Correct outcome. | Correct outcome. | N/A |
| Movement speed | 1 | Movement should feel smooth. | Movement feels slightly too fast. | The player movement feels slightly too quick for the level size. | Possibly slow the player down slightly or increase level size. |
| 2 | Movement should feel smooth. | Movement feels slightly too fast. | The player movement feels slightly too quick for the level size. | Possibly slow the player down slightly or increase level size. |
| Knockback | 1 | Player should be knocked back on damage. | Correct outcome. | Correct outcome. | N/A |
| 2 | Player should be knocked back on damage. | Correct outcome. | Correct outcome. | N/A |
| Enemy physics | Movement speed | 1 | Movement should feel smooth. | Correct outcome. | Correct outcome. | N/A |
| 2 | Movement should feel smooth. | Correct outcome. | Correct outcome. | N/A |
| Hit boxes | Player and enemy hit boxes | 1 | Player and enemy hit boxes should be sized correctly | Hit boxes are off. | The hitboxes do not feel correct with player and enemies able to hit when no contact between each other. | Hit boxes need to be resized. |
| 2 | Player and enemy hit boxes should be sized correctly | Hit boxes are off. | The hitboxes do not feel correct with player and enemies able to hit when no contact between each other. | Hit boxes need to be resized. |
| Environment | Level | Level length | 1 | The level should feel a good length. | Too short. | Level feels too short. | The level should be larger. |
| 2 | The level should feel a good length. | Too short. | Level feels too short. | The level should be larger. |
| Graphics | Level graphics | Tile maps | 1 | The tiles should not be any graphical errors. | Fuzzy and slight spacing issue/black lines. | There are times where the tiles become fuzzy or slightly separate. | This needs to be looked at could be the camera speed or player speed. |
| 2 | The tiles should not be any graphical errors. | Fuzzy and slight spacing issue/black lines. | There are times where the tiles become fuzzy or slightly separate. | This needs to be looked at could be the camera speed or player speed. |
| Player graphics | Animations | 1 | Player should have animations for all actions. | Idle working, no other animation. | Animations are missing for most actions. | Animations need to be added to the player. |
| 2 | Player should have animations for all actions. | Idle working, no other animation. | Animations are missing for most actions. | Animations need to be added to the player. |
| Sprite size | 1 | Player sprite should be correct size in game to the world. | Somewhat correct. | There could be a reduction or increase. | Will need to be looked at more. |
| 2 | Player sprite should be correct size in game to the world. | Somewhat correct. | There could be a reduction or increase. | Will need to be looked at more. |
| Enemy graphics | Animations | 1 | Enemies should have animations for actions. | Missing animations. | Some animations are present. | Animations need to be added. |
| 2 | Enemies should have animations for actions. | Missing animations. | Some animations are present. | Animations need to be added. |
| Sprite size | 1 | Enemy sprites should be correct size in game to the world. | Somewhat correct. Flying enemy is too small. | There could be a reduction or increase. | Will need to be looked at more. |
| 2 | Enemy sprites should be correct size in game to the world. | Somewhat correct. Flying enemy is too small. | There could be a reduction or increase. | Will need to be looked at more. |