|  |  |  |
| --- | --- | --- |
| Test | Passed? | Comments (if any) |
| Application starts | Yes | -- |
| Application runs both in debug and release modes | Yes | -- |
| Application draws 2D elements | Yes | -- |
| Application draws 3D elements | Yes | -- |
| Application responds to events | Yes | Application has limited number of events it responds to, however they do cover all important ones at the moment. It might be necessary to consider adding other events later. |
| Application loads levels from files | Yes | -- |
| Loading level logs actions | Yes | Loading level logs actions only in debug mode |
| 2D elements do not cover 3D elements | Yes | Background of 2D elements is transparent, making it look like it’s drawn right in front of players faces |
| Shaders compiled | Yes | -- |
| Shaders in effect | Yes | -- |
| Texture applied to objects | Yes | Both 2D and 3D texture are applied |
| Background is of solid color | Yes | It does not look very interesting – skybox required |
| Players can move 2D camera | Yes | Rotation has not been implemented yet. Might be necessary to add it later. |
| Players can move 3D camera | Yes | Players can move a camera around and rotate it. Rotation constraints around Z-axis have been implemented (it is an FPS camera). |
| Game objects do something | Yes | Currently game objects oscillate around each other |
| Game objects respond to their own events | Yes | After a while, a game object changes direction; one of objects also changes texture |
| Application is profiled | Yes | Profiling possible only in debug mode |
| Profiler output | Yes | Output is generated and saved to json file. It is possible to investigate using e.g. Chrome tracing tools  (chrome://tracing) |
| Output overwritten | Yes | New output file overwrites old output file |