Program/shader creation				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Shaders are created and attached to program	No console errors should appear	As expected	N/A	
FPS				
Player starts scene	Scene runs at least 30 FPS	Hit and miss	Lower map size/rock count, better terrain rendering efficiency	Hit and miss – not sure why
WebGL rendering				
Scene is running	No WebGL errors should appear in console	As expected	N/A	
Pointerlock Controls				
Player starts game, and clicks the screen	Their mouse pointer gets locked	As expected	N/A	
Player presses escape	Mouse gets released from pointerlock	As expected	N/A	
Player movement				
Player holds R arrow key	Player should move up	As expected	N/A	
Player releases R arrow key	Player stops moving up	As expected	N/A	
Player holds F arrow key	Player should move down	As expected	N/A	
Player release F arrow key	Player should stop moving down	As expected	N/A	
Player holds W key	Player should move forwards	As expected	N/A	
Player releases W key	Player should stop moving forwards	As expected	N/A	
Player holds S key	Player should move backwards	As expected	N/A	
Player releases S key	Player should stop moving backwards	As expected	N/A	
Player moves mouse whilst pointer is locked	Players camera should rotate in correct direction	As expected	N/A	
Player moves when pointer isn't locked	Player shouldn't move at all	As expected	N/A	
Fog				

An object is far away from the player	Its texture should be completed blended with the sky colour	As expected	N/A	
As object is close to the player	Its texture shouldn't be blended with the sky color at all	As expected	N/A	
As object is around 50 units away from the player	Its texture should be around half blended with the sky colour	As expected	N/A	
Collision				
Player tries to walk off map	They get pushed back	As expected	N/A	
Player collides with terrain	Their height gets set to nearest terrain vertex height	As expected	N/A	
User interaction				
Player turns sound off	Sound turns off	As expected	N/A	
Player turns sound on	Sound turns on	As expected	N/A	
Player changes terrain size	Terrain regenerates to correct size	As expected	N/A	
Player changes noise scale	Terrain rebuilt with noise scale	As expected	N/A	
Player changes terrain noise octaves	Terrain rebuilt with new amount of octaves	As expected	N/A	
Player lowers minimum rocks per section	Rocks get generated with correct lower limit	As expected	N/A	
Player increases maximum rocks per section	Rocks get generated with correct upper limit	As expected	N/A	
Player sets the minimum amount of rocks, greater than the maximum amount of rocks	All rocks get removed, as the min cant be greater than max	As expected	N/A	
Player changes water strength	Water strength changes as it should	As expected	N/A	
Player clicks to close controls	Controls close	As expected	N/A	