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| 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 |  |