Shader compilation? No webgl console errors?

Have different test tables for different features

Object creation

Same amount of normal and vertices, point [x,y,z] has [0,1,0] normal etc (3 to 3)

Player

Can prospect rocks when in range

Input

Arrow keys move player, mouse rotation, rotates

Lighting

Render time

3D Mechanics

UI, minimap, home page options

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| Case | Expected Outcome | Actual Outcome | Solution | Notes |
| User tries to walk off map | They get pushed back | As expected | N/A | Breaks with high movement speed |
| User collides with spherical rock | They get pushed back | As expected | N/A | Breaks with high movement speed |
| User walks over terrain | The users height gets set to nearest terrain vertex height | As expected | N/A | Very jumpy with low movement speed |
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Collision