420-541-VA Game Programming 2

Week 11 lab 2: Testing a game (1%)

Today we will be looking into testing our game.

In order to download the project, you will have to clone this git repository:

https://github.com/amcnabbbaltar/420-541-Week11\_Lab2

Then :

Task 1) Open the game project and open the Build folder

Task 2) Fill out the little TRC in the next page (Page 2)

Task 3) Test the game and categorize the bug you find.

(Game breaking/ Crashes, Walkthrough Break, Gameplay defect)

Fill out the table on page 3.

How to submit your project.

1. Send a link to either your GitHub or a One Drive link via the Assignment Delivery option in LEA.
2. Add me to your repo if it’s private so I can see your work.

Simple TRC for a Kart game:

|  |  |  |
| --- | --- | --- |
| Requirements: | Yes | No |
| A game needs a menu. To choose the different types of gameplay. | **Yes** |  |
| Every button in the menu should be animated and have a corresponding action. | **Yes** |  |
| A game menu start game button should bring you to a playable level in under a minute. | **Yes** |  |
| A kart game needs to a road that is clearly identified. | **Yes** |  |
| A kart game needs to have pickups that are clearly identified | **Yes** |  |
| A kart game needs to have kart that are clearly identifiable | **Yes** |  |
| Object appears to be solid it should be solid and you shouldn’t be able to pass through it. |  | **no** |
| A player needs to be able to gather pickups and the pickup should disappear when you do so. |  | **No** |
| The HUD should clearly indicate current Laps. | **Yes** |  |
| The HUD should clearly indicate current Powerups |  | **No** |
| Once all laps are over the level should end | **Yes** |  |
| End level should allow you to go back to main menu | **yes** |  |

Bug list:

|  |  |  |
| --- | --- | --- |
| Bug | Bug Type | Bug Description |
| The solid green obstacles seem to have no use | Collision detection bug/  Walkthrough Break | The player should react to the green obstacles by increasing the speed or printing the score |
| The player seems to have an infinite lives | Game breaking/ Crashes (infinite loop) | The game has an infinite number of lives. There should be player damage |
| The player is able to start the game and go back word to complete the same levels | Incorrect racing and tacking progress/  Gameplay defect | The player should not be able to start the game backwards |
| The message about how many checkpoints lefts is printed only before the last one | Incorrect content display/  Gameplay defect | The message should be updated on every checkpoint to know how many checkpoints left. |
| Every time the player returns to his starting he gets 5 seconds more to his time | Event trigger bug/  Gameplay defect | The player should only have extra time only when he completes tasks faster or react with the world objects |
| The cart is never damage despite how many times you hit the sides | Game breaking/ Crashes (infinite loop) | The kart should be damaged depending on how many times the player hits the walls |

**Game breaking/ Crashes, Walkthrough Break, Gameplay defect)**