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| Date | Test type | What I am testing | Expected Outcome | Outcome | Changes Made |
| 11/03 | Expected | Character import and moving | The character should be shown on the map and be able to move around | The character appeared on screen and could move around however the character was too big | Shrunk the sprite size |
| 11/03 | Expected | Import Physics engine | The character should have physics now so he jumps and falls instead of flies | The physics engine worked and the character does not fly | N/A |
| 11/03 | Expected | Map | There should a tiled map that the character can interact with including platforms, background, foreground and don’t touch layers | The character could interact with the layers flawlessly and would spawn back at the start when touching the don’t touch layer | N/A |
| 11/03 | Expected | Map improvements | Changed map layout a bit and added boundaries so if the character walks off the edge they respawn. | The character would respawn if they were to fall off the edge if the map | N/A |
| 11/03 | Expected | Ladders | The character will automatically grab onto the ladder it is touching | Would not recognise the ladders as a layer | Added ladder movement functions and added spatial hash |
| 12/03 | Boundary | Ladders | The character will automatically grab onto the ladder it is touching | The character is able to climb up the ladders however it goes at the same pace the character entered the ladder at. | Added improved movement and on key release |
| 15/03 | Invalid | Moving Platforms | The platforms should be moving between set boundaries and will allow the character to stand on them | KeyError: 'Scene does not contain a layer named: Moving Platforms' | Added an object on the moving platforms tab on the first level |
| 15/03 | Expected | Moving Platforms | The platforms should be moving between set boundaries and will allow the character to stand on them | The platforms were visible but not moving and the character was not able to stand on top. Also they were in the wrong place. | Added spatial hash and physics to the tiles and changed the left and right boundaries to compensate for the offset |
| 18/03 | Expected | Moving platforms | The platforms should be moving between set boundaries and will allow the character to stand on them | The platforms move and the character can jump and walk on them, however the right boundary on the tiles is the same despite being set otherwise. | I made the collection of images that the character is needed to step on that is the moving platform to one whole image using Photopea. Now the character can walk on top of the platform. |
| 19/03 | Expected | Moving platforms | The platforms should be moving between set boundaries and will allow the character to stand on them | The platforms move and the character can stand on them however the boundaries are incorrect. The platform is moving too far to the right | Adjusted the right boundary to fit the target area. |
| 20/03 | Invalid | Animations for character | When walking the character should display a walking animation | Could not find item location | Added a full stop (.) to the front of address |
| 20/03 | Expected | Animations for character | When walking the character should display a walking animation | The character displayed a walking animation | Change character to a png list based character |
| 20/03 | Expected | Animations for character | When the character is moving, the moving animations should play | The character was a still png | I had to add the update for the player layer. |
| 25/03 | Expected | Animations for character | When the character is moving, the moving animations should play | The character moved as wanted with the correct running and jumping etc animations | N/A |
| 25/03 | Invalid | Map 1 | When playing the 1st map should come up and be playable | Error. There was no layer named “Moving Platforms” | I added moving platforms into the first level by adding a random object where the user cannot see it |
| 25/03 | Expected | Map 1 | When playing the 1st map should come up and be playable | The map worked perfectly as the player could spawn in and run to the end of the map and finish the level without issue | N/A |
| 25/03 | Expected | Don’t Touch | When the player touches the don’t touch layer they will get respawned at the start of the map | The don’t touch layer worked perfectly as the payer was respawned at the start of the map | N/A |
| 25/03 | Expected | Map 1 to map 2 | The first map I created was map 2 with the moving platforms and the ladders. The player should spawn into map 2 if they reach the end of map one | The player reached the end of map one and the game crashed. It said it could find maps\_2 | I changed the name of the second map to map\_2 instead of maps\_2 |
| 26/03 | Expected | Map 3 | The last map should work with working end | The map worked and the player could reach the end perfectly fine | N/A |
| 26/03 | Boundary | Improved movement | The player should be able to navigate more efficiently | The player was stuck in the middle of the air | I tried adding player centre camera and adjusting starting point |
| 27/03 | Expected | Improved movement | The player should be able to navigate more efficiently | The game worked as intended and the payer movement was better and more controllable. | N/A |
| 27/03 | Expected | Timer | In the top right left-hand side of the screen there should be a timer showing how long the player has been playing. | The timer was displayed in the top left-hand side as wished however the timer was going up for every frame rather than every second | Made timer elapsed = delta time. |
| 28/03 | Invalid | Moving enemies | The enemy should spawn in on top of the player in oirder to see if they are working | TypeError: Enemy.\_\_init\_\_() takes 1 positional argument but 3 were given | Changed start\_x and start\_y and moved them into the def |
| 28/03 | Boundary | Moving Enemies | The enemy should spawn in on top of the player in oirder to see if they are working | The Enemies did not spawn in | Added the enemies to the scene |
| 30/03 | Invalid | Movie Enemies | The enemy should spawn in on top of the player in order to see if they are working | AttributeError: 'NoneType' object has no attribute 'add\_sprite\_list' | Change to add\_sprite |
| 2/04 | Boundary | Moving Enemies | The enemy should spawn in on top of the player in order to see if they are working | Game ran but the enemies didn’t spawn | I ended up scrapping the moving enemies and started making a game over screen instead |
| 2/04 | Boundary | Game Over screen | When the player dies 3 times a game over screen should appear | When the character died 3 times a game over screen appeared however it didn’t work for falling off of the map | Added self.lives\_count to falling off the map |
| 2/04 | Expected | Game Over screen | When the player dies 3 times a game over screen should appear | When the character fell off the map or hit the don’t touch layer 3 times the game over screen would display | N/A |
| 3/04 | Expected | Lives counter | There should a lives counter in the top right hand side of the screen. If the player dies the lives should do down. It should start at 3 | The lives counter was displayed as expected however I think I would like it more if it was in the top left. | I moved the counter to the top left under the timer. |
| 3/04 | Invalid | Intro Screen | When the player loads into the game an intro screen should display, they should be able to press space and enter the game | AttributeError: 'NoneType' object has no attribute 'update' | Removed on update intro screen stuff and moved it into setup |
| 3/04 | Expected | Intro Screen | When the player loads into the game an intro screen should display, they should be able to press space and enter the game | The player loads in and can press space to start | I added instructions to the intro screen to tell the user how to play. |
| 3/04 | Invalid | You win screen | When the player finishes the game (Ends level 3) I will say congratulations | When the player hit the edge of level 3 the game crashes saying there is no level 4 | Changed if level==4 to if level==3 |
| 3/04 | Expected | You win screen | When the player finishes the game (Ends level 3) I will say congratulations | When the player hit the end of level 3 the game said congratulations before closing itself | N/A |
| 4/04 | Boundary | Tried running off the screen | The player should lose a life and respawn | The player lost a life and respawned | N/A |
| 4/04 | Boundary | Waited on the game for 100 seconds | The timer should go to double digits | The timer kept going | N/A |
| 4/04 | Boundary | Pressed random keys | The game should not react | The game did nothing when random keys were pressed. | N/A |
| 4/04 | Boundary | Pressed random keys in the intro screen | The game should not start until the spacebar is pressed | The game did not start | N/A |
| 4/04 | Expected | Changed the exit screens times to constants instead of a literal | The end screen should stay for 3 seconds before ending the game | There was a 3 second delay for the game ended | N/A |
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Things needed in the game:

~~Moving Platforms.~~

~~Timer.~~

~~Animated Character.~~

~~Sounds.~~

~~3 Levels.~~

~~Game Over Screen.~~

~~Intro Screen.~~

~~End Of Game Screen (Congratulations).~~

PEP-8

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| Name: | Feedback: | Changes Made |
| James Hollis | I liked the map, but the character looked a bit chunky because he didn’t move | I will add animations and a new character |
| Jake Salthouse | The maps are cool, but the game doesn’t really have much else. | I will add a timer |
| Joe Burn | Why are the colours off? Looks pastel-like. | Add colour correction (pixelated = True) |
| Thomas Conway | I like the concept but I’m not a big fan on how the ladders work. | I fixed the ladder issue and added more mobility |
| Tahna King | Sick Game. I like the dude. The timer is fast, I think it would be better if it was in seconds. | I fixed the timer and made it in seconds. |
| Tyler Bray | I like the bro running. I like the maps too, but they are short. | I made the maps longer |