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| Date | Test type | What I am testing | Expected Outcome | Outcome | Changes Made |
| 12/03 | Expected | 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. |  |
| 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 |  |
| 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 able to navigate more efficiently | The player was stuck in the middle of the air | I tried adding player centre camera |
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Things needed in the game:

Moving Platforms.

Timer.

Moving Enemies.

Animated Character.

Sounds.

3 Levels.

Game Over Screen.

Intro Screen.

Pig Boss.

End Of Game Screen (Congratulations).