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| Date | What I am testing | Expected Outcome | Outcome | Changes Made |
| 12/03 | 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 | 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 | 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 | 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. |  |
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