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| Date | Test type | What I am testing | Expected Outcome | Outcome | Changes Made |
| 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. |  |
| 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 | Boundary | 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 | Boundary | 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 | Valid | 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 | Boundary | 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 | Boundary | Animations for character | When the character is moving, the moving animations should play | The character was a still png |  |