RPG Editor Tool

Application Test Document

Introduction to C# Assignment – A1DIP 2019

Academy of Interactive Entertainment

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| **Test Performed** | **Result** |
| Save an entity, edit a value to be greater than max allowed, load into tool. | Crashed the tool, will fix by checking if the value is greater than max, if so it will auto set it to the max allowed. |
| Resave into an existing entity file. | Created another entity file with an extra .xml as the extension: Tom.xml.xml. Fixed by editing the save function and removing the + “.xml”. |
| Loading in a sprite that isn’t .png. | Loads without crashing. Will change the about text. |
| Save an entity with a sprite, then delete the sprite off the pc, then load the entity. | Error image appears within the pictureBox when it loads. |
| Save a character with sub type friendly, then edit the xml and change ‘character’ to ‘Item’ then reload into the tool. | Tool doesn’t crash, sub type is cleared to prevent the ‘Item’ having the sub type ‘Friendly’. |

Thomas Maltezos

[thomasmaltezos00@gmail.com](mailto:thomasmaltezos00@gmail.com)