Testing

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| **Test** | **Test Aim** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Notes** |
| Testing Player Movement | Testing all extremes of player movement, | Player can jump, move, change direction etc. | The result was as Expected | Pass |  |
| Testing Interaction with NPC | Test that the player can interact with NPC “Jeremy” while near. | Player will be prompted to speak with Jeremy. | The result was not as expected | Fail | The Issue was resolved and the follow-up test was successful |
| Testing Colliders | To ensure all colliders worked and did not allow the player to clip through objects | The player could not walk through world objects. | The result was as expected for all but one collider. Issue was resolved promptly | Pass | Will note as pass as the issue was easily resolved. |
| Testing Cannon | The player will be prompted to fire the cannon. Upon firing the cannon will fire a cannonball | The player fires the cannon when prompted. The cannon fires the projectile | The first few tests were unsuccessful. However the issue was resolved eventually | Pass\* | The test was passed in the final attempt. |
| Testing SwitchMode | The player is able to switch been Player and Boat cameras by using “1” and “2” | The cameras will be switched | The test was successful on first attempt. | Pass | There were issue with other aspects of this but not the actual SwitchMode class itself. These were resolved. |
| Testing NPC Explode | Test to ensure NPC ships are destroyed when hit by a cannonball | The ships are destroyed and an explosion effect appears. | The test was successful. | Pass | Explosion effect was made bigger due to test results. |
| Testing Sailing the Boat | The boat will be able to be moved by the player using WASD. | The boat will sail. | The test was successful. | Pass | The speed of the boat was increased due to the test results. |
| Testing the NPC movement loop | To see if the NPC boats will move between two points | The NPCS move between the designated points. | The result was as expected. | Pass | The speed of the loop was slightly increased to increase the effort required of the player to destroy the NPC. |