**Test log, and action made to fix the fault description.**

**Candidate** Vladimir Yesipov **Project title:** Practical assessment (Sokoban)

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|  | **Action** | **Expected action** | **Actual action** | **Result** |
| 1 | Moving a crate | Player takes crate position, crate takes next position | Second crate appears on the next position player doesn’t make a move. | Fixed by adding a piece of code that moves a player.  Pass |
| 2 | Player standing next to the bottom or right wall attempts to pass through it | Player stays at the same position | Gives an error: | Fixed by moving down the line assigning value to “next\_next” variable.  Pass. |
| 3 | Level completion | Draw the next level, reset steps counter to zero, display next level number. | Level number still 1 | Fixed by moving level number arranging into the main game loop.  Pass |
| 4 | ‘Esc’ button press | Quits the game. | Quits the game. | Pass |
| 5 | ‘Space’ button press | Resets the level | Resets the level | Pass |
| 6 | Level completion | Draw the next level, reset steps counter to zero, display next level number. | Still infinitely drawing levels | Fixed by moving “isLevelFinished” part into the “Crates” class.  Pass |
| 7 | Arrow key pressed | Moves player into the corresponding direction | Moves player into the corresponding direction | Pass |
| 8 | Crate push | Pushes a crate | Pushes a crate | Pass |
| 9 | Push crate standing against the wall | Does nothing | Does nothing | Pass |
| 10 | Push crate standing against another crate | Does nothing | Does nothing | Pass |
| 11 | Mouse click on x | Quits the game. | Quits the game. | Pass |
| 12 | Finishing last level | Starts game from the first level again | Starts game from the first level again | Pass |
| 13 | Push crate standing against the wall | Does nothing | Does nothing | Pass |
| 14 | Player steps on the hole place | Changes the picture of player | Changes the picture of player | Pass |
| 15 | Finishing level | Changes the level counter displayed | Changes the level counter displayed | Pass |
| 16 | Crate placing on the hole place | Changes the crate picture | Changes the crate picture | Pass |
| 17 | Placing all crates on a hole places | Finishes the current level | Finishes the current level | Pass |
| 18 | Displaying level map texture correct | Correctly displaying the map when it’s drawn | Where the line starts from the white space displaying the floor texture | Fixed by replacing the white spaces in the level text file with the spacer signs and adding the bit of code that placing correct texture for these places.  Pass |
| 19 | Step making | Step counter counts every step made | Step counter counts every step made | Pass |
| 20 | Step making | When a step making is impossible step counter doesn’t count a button presses | When a step making is impossible step counter doesn’t count a button presses | Pass |
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