est ID	Requirement(ID) Specified in Features Attempted Doc	Test Scene	Task	Expected result	Tested
1	8d	Nathan Test Scene 1	Runs Scene, whilst on a vertical moving platform with the player, Attempt to move and jump while on the platform. Repeat test with horizontal moving platform	Player will move freely relative to the platform, and move with the platform relative to the world.	Υ
	9a	Nathan Test		When the player respawns, the camera should follow the respawned	
2		Scene 1	Have the player die.	character.	Υ
			Run scene,		
3	1a	Alex Test Scene	see if player has correct texture	player has non-default texture	Υ
			Run scene,		
4	1b	AlexTest Scene	Move player around in scene using WASD	player should move in correct direction regarding WASD	Υ
			Run scene,		
5	1b	AlexTest Scene	Move Player around scene attempting to move as fast as possible	Player should accelerate up to a designer specified maximum speed	У
			Run scene,	player should turn to face direction of move input, when stoped should	
6	1c	AlexTest Scene	Move Player around in the scene using WASD	face the previous direction of travel	Υ
			Run Scene,		
7	1d	Alex Test Scene	move player up to various speeds then release keys	Player should come to a rapid stop upon key release	Υ
8	1e	Alex Test Scene	Run Scene, Run player of edge of platform or jump and move player with WASD key whilst off the ground	Movement controls should still function whilst in the air	Υ
9	1f	Alex Test Scene	Run Scene, Run player fast of the edge of the platform or jump and release keys once player has left the ground	Player should continue moving at the same horizontal speed	Υ
10	2a	Alex Test Scene	Run Scene, press space key when player is on ground and not in a teleporter	A jump should be initiatied	Υ
11	2b	Alex Test Scene	Run Scene, jump the avatar and then whilst in the air press the jump key again	Nothing should happen on the second mid-air press of the jump key	Υ
12	2c	Alex Test Scene	Run Scene, Select the avatar in the heirachy, jump the avatar	the avatar should reach the designer specified maxium height from start position	Υ
13	2d	Alex Test Scene	Run Scene, jump the avatar, Check if avatar falls, run avatar off side of platform without jumping, check if avatar falls	the avatar should fall at the rate determined by the gravitational acceleration specified	Υ
14	2e	Alex Test Scene	Run Scene, jump the avatar, let avatar hit the ground, repeat and let the avatar land on a platform	the avatar should stop falling when hitting a platform or the ground from above	Υ
15	2f	Alex Test Scene	Run Scene, select the avatar in the heirachy, run the avatar off the side of the platform, check the maximum velocity the avatar reaches	The avatar should not exceed the designer specified maximum velocity	Υ

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35 10b Manager test run the avatar through the teleporter the avatar should move through the teleporter without obstruction Y	35	10b	Manager test	· ·	the avatar should move through the teleporter without obstruction	Υ

36	10c	1st level Manager test	Run Scene, move player into teleporter and press space	the player should be teleported to the begining of a different level	Υ
			Run Scene,	check logs have recorded	
			move player into a checkpoint	- Game time	
				-Scene in which it occured	
37	11a	Alex Test Scene		-avatars world position	Υ
			Run Scene,	check logs have recorded	
			Kill Player	- Game time	
				-Scene in which it occured	
38	11b	Alex Test Scene		-avatars world position	Υ
			Run Scene,	check logs have recorded	
			use a teleporter	- Game time	
		1st level		-Scene in which it occured	
39	11c	Manager test		-avatars world position	Υ