Test 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.	Y
2	9a	Nathan Test Scene 1	Have the player die.	When the player respawns, the camera should follow the respawned character.	Y
3	1a	Alex Test Scene	Run scene, see if player has correct texture	player has non-default texture	Y
4	1b	AlexTest Scene	Run scene, Move player around in scene using WASD	player should move in correct direction regarding WASD	Y
5	1b	AlexTest Scene	Run scene, Move Player around scene attempting to move as fast as possible	Player should accelerate up to a designer specified maximum speed	y
6	1c	AlexTest Scene	Run scene, Move Player around in the scene using WASD	player should turn to face direction of move input,when stoped should face the previous direction of travel	Y
7	1d	Alex Test Scene	Run Scene, move player up to various speeds then release keys	Player should come to a rapid stop upon key release	Y
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	Y
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	Y
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	Y
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	Y
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	Y
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	Y
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	Y
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	Y

16	3a	Alex Test Scene	Run Scene, jump the player and land on trampoline from above	Avatar should receive and upwards impulse	Y
17	3a	Alex Test Scene	Run Scene, Run Player into trampoline from the sides,	avatar should receive no additional impulse	Y
18	3b	Alex Test Scene	Run Scene, when on a trampoline, attempt to move player as normal	Avatars movement controls should function as normal	Y
19	4a	Alex Test Scene	Run Scene, run the player into a checkpoint, utilising Laser kill the player	The player should respawn at the last checkpoint they collided with	Y
20	4b	Alex Test Scene	Run Scene, run player through a checkpoint	The player should move through checkpoint unobstructed	Y
21	5a	Alex Test Scene	Run Scene, run avatar into a laser	the player should be destroyed either re-starting level or starting at last checkpoint	Y
22	6a	Alex Test Scene	Run Scene, run a player into a switch	When the player collides with the switch it should toggle the state of the associated laser	Y
23	6b	Alex Test Scene	Run Scene, run player into a switch	The swich should change colour representing whether it is on or off	Y
24	7a	Alex Platform Test	Run Scene, observe vertical platforms movement	The Platform should only move along the y-axis	Y
25	7b	Alex Platform Test	Run Scene, select platform in heirachy, Check rigidbody velocity	The platform should move at the designer specified speed	Y
26	7c	Alex Platform Test	Run Scene, check if vertical platforms move at different speeds	Different platforms should move at different speeds	Y
27	7d	Alex Platform Test	Run Scene, Jump player onto a vertical platform, attempt to move player around on platform, attempt to jump player	player should be able to move and jump as normal	Y
28	8a	Alex Platform Test	Run Scene, observe horizontal platforms movement	The Platform should only move along either the x or z axis	Y
29	8b	Alex Platform Test	Run Scene, select platform in heirachy, Check rigidbody velocity	The platform should move at the designer specified speed	Y
30	8c	Alex Platform Test	Run Scene, check if horizontal platforms move at different speeds	Different platforms should move at different speeds	Y
31	8d	Alex Platform Test	Run Scene, Jump player onto a horizontal platform, attempt to move player around on platform, attempt to jump player	player should be able to move and jump as normal	Y
32	9a	Level 1	Run Scene, move player around scene	The camera should move to keep the player in the center of the screen	Y
33	9b	Level 1	Run Scene, move the mouse horizontally	The camera moves left and right around the player	Y
34	9c	Level 1	Run Scene, move the mouse vertically	The camera moves up and down around the player	Y
35	10b	1st level Manager test	Run Scene, run the avatar through the teleporter	the avatar should move through the teleporter without obstruction	Y

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	Y
37	11a	Alex Test Scene	Run Scene, move player into a checkpoint	check logs have recorded - Game time -Scene in which it occured -avatars world position	Y
38	11b	Alex Test Scene	Run Scene, Kill Player	check logs have recorded - Game time -Scene in which it occured -avatars world position	Y
39	11c	1st level Manager test	Run Scene, use a teleporter	check logs have recorded - Game time -Scene in which it occured -avatars world position	Y