System test case - #3-3

Test case details

Tester: Eetu Luoma

Date: 9.4.2025

Device: Desktop computer, high-end, Windows 11 Home V.24H2 x64

Environment:

- Branch '25_spider_game_port'
- Most recent commit is 3e1153c0c8aae1723c778c423ca3f71406f9efba
- Unity editor version 6000.0.35f1
- Generated runnable .exe via File > Build and run

Test details

System test case 3 is being performed yet again after some fixes: fixed spiders being scanned while in air.

Same as before, tester will explore the port of the game, see if it works.

Test steps and results

1. Open the project with Unity Editor, go File > Build Profiles, and Build the project for the Windows platform. The tester chooses to build it into a folder called 'BuildTarget' in the repository directory.
   a. Result: Build succeeded after 23 seconds.
2. Run the executable
   a. Result: Simulations starts and runs successfully

3. Play around, see spiders spawn, vacuum them
   a. Result: Tester discovered that the executable version is seemingly not working correctly for them: all scanned points are black, and spiders are not spawning. Play mode in the editor is working, however.
4. Preliminary investigation into this not working
   a. Result: Tester was a dumb-dumb, making the executable run the Terrain scene, where spider game is not present.
5. Build the executable with the Spider scene in the build data
   a. Result: Build succeeded in 6 seconds
6. Run the executable
   a. Result: Simulation starts and runs successfully.
7. Play around, see spiders spawn, vacuum them
   a. Result: The port of the game seems functional now. Known problems have been fixed: it compiles, the vacuum particles are not scanned, spiders are not scanned.

Conclusions

System test case 3 can be concluded, as the ported game is functional at this time and known issues have been fixed.