

## System test case - #3-2

### Test case details

Tester: Eetu Luoma

Date: 3.4.2025

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

Environment:

- Branch '25\_spider\_game\_port'
- Most recent commit is  
38cf3af5346958be720de9b59583b4740fd79528
- Unity editor version 6000.0.35f1
- Generated runnable .exe via File > Build and run

### Test details

System test case 3 is being performed again after some fixes: fixed compilation errors due to missing assembly definitions, fixed the vacuum in spider game being scanned by our scanner.

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 15 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 spiders are being scanned at least when they are in the air (climbed on player or on tree for example). This is a clear problem, as customer has specified that AR objects should not be scanned by the simulation. Issue created to fix this.
  - b. Result: Tester discovered that spiders will climb the collision walls that surround the play area, near the mountains, and get stuck behind it if spawning there. Tester does not think this is a significant problem, or worth fixing.

## Conclusions

Problem discovered, issue created.