Testrapport

Naam:

Leerlingnummer:

Datum:

Versie:

Inhoudsopgave

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### **Testscenario's**

[Instructie:   
Noteer voor elke user story de benodigde testscenario’s om de game te testen. Onderstaande tabel kun je naar wens aanpassen en/of kopiëren.]

|  |  |  |
| --- | --- | --- |
| **User Story:** Enemy waves | | |
| **Scenario: Enemies spawn when you start playing** | | **Verwacht resultaat** |
| Stap 1 | Speler start game |  |
| Stap 2 | Enemies spawnen |  |
| Stap … | Player kills enemies |  |
|  |  |  |
| **Scenario:** More enemies after each wave | | **Verwacht resultaat** |
| Stap 1 | Player kills all onscreen enemies |  |
| Stap 2 | Wave number increases |  |
| Stap … | More enemies spawn |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **User Story:** Player movement | | |
| **Scenario:** Player can not move outside the camera | | **Verwacht resultaat** |
| Stap 1 | Player can move |  |
| Stap 2 | Walks towards camera bounds |  |
| Stap … | Is stopped |  |
|  |  |  |
| **Scenario:** Player can attack enemies | | **Verwacht resultaat** |
| Stap 1 | Enemies come close |  |
| Stap 2 | Enemies attack player |  |
| Stap … | Player can attack back |  |
|  |  |  |

### **Testresultaten**

[Instructie:

Documenteer je testresultaten in onderstaande tabel. Onderstaande tabel kun je naar wens aanpassen en/of kopiëren.]

|  |  |  |
| --- | --- | --- |
| **User Story:** Enemy waves | | |
| **Scenario** | **Bevindingen m.b.t.**  **functionaliteit** | **Bevindingen m.b.t.**  **sfeer en beleving** |
| Player starts game | Works without problems | Feels exciting :) |
| Enemies spawn | They do indeed, enemies start spawning at both screen borders, sometimes as a couple and sometimes as a throuple | The enemies are cute, it feels a bit quick since I suck at games |
| Player kills enemies | The animation is smooth and the speed of the attack is high enough | The animation is lovely, although it would be nice if there were hit particles added |

|  |  |  |
| --- | --- | --- |
| **User Story:** Player movement | | |
| **Scenario** | **Bevindingen m.b.t.**  **functionaliteit** | **Bevindingen m.b.t.**  **sfeer en beleving** |
| Player is bound by camera | You can run as far as you wish – towards the sun, moon, mars… you are free to go anywhere you want | I could escape, I liked that (I’m a coward though). Honestly it does not look like a bad idea if you would be able to cross from border A to border B |
| Enemies can kill player | It is clear when the player gets killed and hit | I did not like being killed (understandably) |
| Player can crit | It is definitely hard to do, can’t say I have accomplished it | It is hard |

### **Conclusies**

[Noteer hier je conclusies naar aanleiding van de testresultaten]

### **Verbetervoorstel**

[Stel indien nodig een verbetervoorstel op.]