

Design Principles and Context Testing Document

Mechanics Testing Table:

<u>Test</u>	<u>Expected Outcome</u>	<u>Actual Outcome</u>	<u>Comments</u>
Player Movement	Player should be able to use the W, A, S, and D keys.	Player is able to move with the appropriate keys.	
Player Jumping	Player should be able to jump by pressing the spacebar.	Player is able to jump by pressing the spacebar.	Player can only jump when moving.
Start Screen	With the correct scene selected, the player should be able to press the start button to enter the main level.	Pressing the start button on the scene for the start screen loads the main scene where the level takes place.	
Collecting Items	When the player enters the collision box for an item, it should disappear and add to a variable in a separate script.	Items correctly disappear and modify the appropriate variable in the separate script.	Because of the way the second script is set up, each prefab instance of the item has to be pointed to the player character's asset in order to work right.
Spawning Platforms	Platforms should spawn at set places in the level as items are collected, according to the increase of the item counter variable.	Platforms correctly spawn as items are collected.	This was quite difficult to get set up, but eventually it worked. However, similar to the above case, each spawner has to be pointed to the player character's object to work right.

Models Testing/Evaluation:

Character Model:

Model appears slightly deformed, and with “background noise” blended into it. Otherwise, though, this model worked out quite well compared to the others.

Room Model:

This model was easily the best one produced by Polycam. This is thanks to the room scan function Polycam has, which allowed me to build a clean model of the room based on what furniture (and the layout of it) was present in the room I scanned. As with the other models, it’s geometry isn’t optimal, but it works well enough, and after applying some materials in blender this model looked very nice.

Book Models:

The three books I scanned ended up being another of the better models in this project. Although they came out slightly deformed from the standard book shape, they still kept well enough to a rectangular form to look decent when placed in the level.

Plush Models:

The two plush dolls I scanned were easily the most difficult models (that I succeeded with at least) scanned for this project. Due to the bigger size and more complex forms of these dolls, a lot of the room ended up being scanned into the model as well. Despite the amount of work these two models took in blender to get them looking nicer, they still worked out decently in the end and were suitable enough to serve as props in the level, even if the bottom portion of both models was slightly “melted” into the surface it was scanned on.