Test ID	Component
001	Unity Engine
002	Unity Engine
003	Board
004	Board
005	Board
006	Pucks
007	Pucks
008	Striker
009	Striker
010	Striker
011	Striker
012	Striker
013	Striker
014	Striker
015	Striker
016	Hole
017	Game Manager
018	Hole
019	UI Manager
020	UI Manager
021	Camera
022	Camera
023	Striker
024	Board
025	Slider
026	Slider
027	Pucks
028	Pucks
029	Pucks
030	Hole
031	Popup Window
032	Practice Mode
033	VS Mode
034	VS Mode
035	Manager
036	Manager
037	Main Menu
038	Main Menu
039	Winner Window
040	Winner Window

The Carrom Way - Testing

Expected Result	Actual Result
Unity Engine should run on the latest update	🟧
Unity Engine should run on 2019.0.1f	🟩
The board should be outputted as a prefab	🟧
The board should be outputted as a prefab	🟩
The board should have working colliders	🟩
The pucks should be outputted as a prefab	🟧
The pucks should be outputted as a prefab	🟩
Striker should strike the pucks.	🟧
Striker should strike the pucks, with direction.	🟩
Striker should render an arrow.	🟧
Striker should render an arrow.	🟥
Striker should render a line renderer.	🟩
Striker should Clamp to position	🟩
Striker should switch directions depending on who the player is	🟩
Striker should be written in Update instead of FixedUpdate	🟩
Holes should be able to include collision with the coins.	🟥
Game Manager should be able to change the coin locations	🟧
Holes should be able to include collision with the coins.	🟩
UI should output game data	🟧
UI should output a working power indicator	🟩
Camera should be added and resized to the board.	🟥
Camera should be added and resized to the board.	🟩
Striker should move more clearer	🟧
Board should have stronger colliders	🟩
Add a working slider	🟧
Add a working slider	🟩
Pucks should be more responsive and can slow down	🟧
Pucks should be more responsive and can slow down	🟥
Pucks should be more responsive and can slow down	🟩
Holes should be refined with animation.	🟩
A Popup window should appear, indicating a foul.	🟩
Practice mode should commence.	🟩
Versus Mode should commence.	🟥
Versus Mode should commence.	🟩
Add a manager for Score, US and Game.	🟧
Fix Score Manager.	🟩
Add a main menu.	🟩
Add a main menu manager.	🟩
Add a winner window	🟧
Add a winner window	

Notes
The project supervisor advised to downgrade the version to 2019.1f.0.
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Board outputted as prefab without any Rigidbody data.
Board added Rigidbody2D.
-
Pucks outputted as prefab without any Rigidbody data.
Pucks added Rigidbody2D.
Striker has no direction.
Striker clamps to a direction from the designated player.
Arrow not able to adjust to the axis.
Arrow does not look nice.
*Line renderer is used for 3D but 2D will work
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-
Aimed for smoothness and appeal.
Must create the gameManager.
Queen coin doesn't respond after all coins are collected. Might reconsider adding the red coin
-
Queen coin doesn't respond after all coins are collected. Might reconsider adding the red coin
-
Too zoomed in.
Camera resized.
Board Colliders too weak.
-
Doesn't connect with slider. Reconnect to slider controller.
-
Pucks are dragging for too long. Get rid of PhysicsMaterial2D
Pucks still drag for too long. Add a script to reduce drag with delta time.
-
-
-
-
Player 2 unresponsive. Refactor code.
Miswrote Striker Script.
Wasn't writing for score. Fix.
Fixed (033)
-
-
Not Displaying. Try linking it again.

KEY INDEX	
	WORKING
	WARNINGS
	ERRORS

WORKING COMPONENTS	
BOARD	
PUCKS	
HOLES	
SLIDER	
CAMERA	
POPUP	
MAIN MENU	
WINNER	