Software	Midnight Rising
Subsystem	Weapons and Power Ups
Requirement(s) being tested	Weapons System
Developer	Alex Trench
Date	21-April-2019

Test	Result
1 – Weapons Fire Bullets Correctly	Bullets fire correctly and do damage when colliding with enemies
2 – Weapons Reloads correctly and play animation	Weapons reload functionality works however the reload animation is out of sync and is not always in time with when the player is actually reloading.
3 – Switching between primary and secondary weapons work	Weapons don't fire if they are not currently equipped and only the active weapon is shown on the person.
3.1 - Switching weapons resets the reload time	Is reloading bool is set for false on the weapon that has been switched, so they don't reload when they are not equipped.
4 – you can use the weapon boxes to change the weapons	All players can pick up the weapons without it interfering with other players ability to pick up weapons
4.1 - when you get a new weapon it replaces the current active weapon	The current weapon is destroyed when picking up a new weapon from the box, and replaced with the new weapon.
4.2 - Cannot buy the same weapon that a player currently has	This works as the is purchase bool has to be checked before a player can buy a weapon
4.2 - guns you pick up the spawn on the players body	Weapons spawn on the player correctly only when facing the box, otherwise they are slightly extended away from the body
5 – Guns have a light effect when shooting to simulate muzzle flash	The muzzle flash illuminates the scene and works as intended.

Software	Midnight Rising
Subsystem	Weapons and Power Ups
Requirement(s) being tested	Power Ups
Developer	Alex Trench
Date	23-April-2019

Test	Result
1 – Power ups Drop randomly when enemies are killed	The enemies randomly drop from a array of powerups using a random number to judge if a power up should dropped
2 - Power ups can be collected by the player colliding with them	Colliders on the power ups and the player work fine, the power up turns invisible and un collidable once a player has collided, and fully destroyed once the duration co-routine has expired.

3 – Power ups give bonus to the play for the correct duration	The durations work good using a co routine.
3.1 - The effect is correct removed once the duration is over	Most powerups works however the multiplier for the gun damage works in a way where you multiply and divide a multiplier, this does not give the same number back when both operations are used on a damage number.