Subsystem	Characters & AI
Developer	Carl Pendleton
Latest test update	24/04/2019

Player characters		
Test no.	**Test case**	**Test outcome**
1	Plays "reloading" animation sequence when equipped when is reloading	Works as expected
2	Plays "death" animation sequence upon death	Works as expected
3	Play correct "running" animation sequence depending on the direction and speed of the character	Works as expected
4	Player characters can be revived successfully	Works as expected
5	Plays "throwing grenade" animation sequence when throwing grenade	Works as expected, but not required since throwing grenade functionality was removed
6	AI characters find the nearest zombie target, look at it and shoot at it	Works as expected
7	AI characters deal damage to zombie enemies	Works as expected
8	AI characters move towards the player-controlled character when too far away	Works as expected
9	AI characters follow the player-controlled character throughout the environment	Works as expected
10	The player can switch to another player character, and the AI controls the previously controlled character	Works as expected
11	The player cannot switch to another player character that is dead	Works as expected
12	Dead characters controlled by the AI do not move towards the player	Works as expected

Zombies		
Test no.	**Test case**	**Test outcome**
1	Plays "attack" animation sequence when a player character is in range	Works as expected
2	Attack deals damage to the player character that collides with the zombie melee attack	Works as expected

3	Plays "idle" animation sequence when all player characters are dead	Works as expected
4	Plays "walk" and "run" animation sequences depending on the movement speed	Works as expected
5	After every 2 seconds, finds the nearest player character	Works as expected
6	Looks at and moves towards the target player character	Works as expected
7	Plays the "death" animation sequence upon death	Works as expected
8	Zombie game objects are deleted after dying	Works as expected
9	Takes damage and loses health	Works as expected