

Test

Date: 11/04/2023
Game Version: Final

| Mechanic | Working | Bug(-s) | Remark(-s) |
|---|---------|--------------|---|
| Player | | | |
| Moving Character with cursor | Yes | / | / |
| HP bar for Player | Yes | / | / |
| Schizo Bar | Yes | / | / |
| Aim with cursor | Yes | / | / |
| Combat | | | |
| 1 enemy that moves | Yes | B021 | Would be nice to have another sprite than the one of the player |
| Player and enemy can attack and damage each other | Yes | / | Difficulty may be a bit to hard, enemies are very aggressive |
| Levels | | | |
| Hardcoded Room #1 | Yes | / | / |
| Hardcoded Room #2 | Yes | / | / |
| Procedural Generation | Yes | B019 B020 | Only one room for now, would need a bit of variety |

| Other Mechanics | | | |
|-----------------|-----------------|---------|------------|
| Mechanic | Working | Bug(-s) | Remark(-s) |
| Weapon drop | Not implemented | / | / |