Testing “World’s Hardest Game vs Snake” Game

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| Purpose of test | Expected Result | Actual Result | Actions Taken | Worked after Action |
| Testing key down event listener | Player should move left if left arrow key is pressed only if the player is moving vertically | Player started moving left when currently either their previous movements were up or down | No action needed | N/A |
| Testing key down event listener | Player should move right if right arrow key is pressed only if the player is moving vertically | Player started moving right when currently either their previous movements were up or down | No action needed | N/A |
| Testing key down event listener | Player should move up if up arrow key is pressed only if the player is moving horizontally | Player started moving up when currently either their previous movements were left or right | No action needed | N/A |
| Testing key down event listener | Player should move down if left arrow key is pressed only if the player is moving horizontally | Player started moving down when currently either their previous movements were left or right | No action needed | N/A |
| Test collisionTest() method and restart() method | Player should go back to the start if they collide with the left side of the obstacle | Player restarted from the correct position | No action needed | N/A |
| Test collisionTest() method and restart() method | Player should go back to the start if they collide with the top of the obstacle | Player restarted from the correct position | No action needed | N/A |
| Test collisionTest() method and restart() method | Player should go back to the start if they collide with the right side of the obstacle | Player restarted from the correct position | No action needed | N/A |
| Test collisionTest() method and restart() method | Player should go back to the start if they collide with the bottom of the obstacle | Player restarted from the correct position | No action needed | N/A |
| Test collisionTest() | If the player hits the boundaries (upper,left or bottom) of the canvas, the player should restart | Player restarted from the correct position | No action needed | N/A |
| Test canvas mousemove event listener and hovercheck() method | When I hover over the button. It should turn the background blue | It partially worked. For some reason exactly 9 pixels in at the right side and bottom, the button would react | I console.log() the x and y co-ordinates were and modified the code appropriately | Worked as expected |
| Test clickButtonCheck() method | When I clicked the button, it should take me to level 1 | It worked as expected | No action needed | N/A |
| Test the transition from level to level | If I complete level 1, it should take me to level 2. After completing level 2, I should be taken to the end page | It worked as expected | No action needed | N/A |
| Test stopwatch | When the game is completed the game will tell me how long it took to complete | It worked as expected | No action needed | N/A |