

Test Protocols

For the test protocol the game was manually tested installing it on 3 Windows 10 machines and an Ubuntu one. The game has the following versions:

- **Version 0.1**
We created a map as a Tilemap with tile palette tools. After this we added a tilemap collider which wraps the visual renderer of the tilemap. We also added the dragon and the knight with their static animation (dragon_idle and knight_idle).
- **Version 0.2**
We created the game mechanic: jump and running animations.
- **Version 0.3**
We implemented a flag for the states: on ground or in air (isgrounded).
- **Version 0.4**
We added a platform which moves between 2 different positions continuously.
- **Version 0.5**
2 kind of levers were created (the left and the right). After their activation/deactivation the collider is ignored.
- **Version 0.6**
When a character changes his direction, only the sprite was flipped, but the collider was not.
- **Version 0.7**
We added the buttons which perform different tasks.
- **Version 0.8**
We added a door for each character which open when they are triggered.
- **Version 0.9**
Spikes were implemented with 3 colors.
- **Version 1.0**
We added the timer and a proper resolution.
- **Version 1.1**

The main and the pause menu were implemented as well as the pause and resume process.

- **Version 1.2**

The saving system was added.

- **Version 1.3**

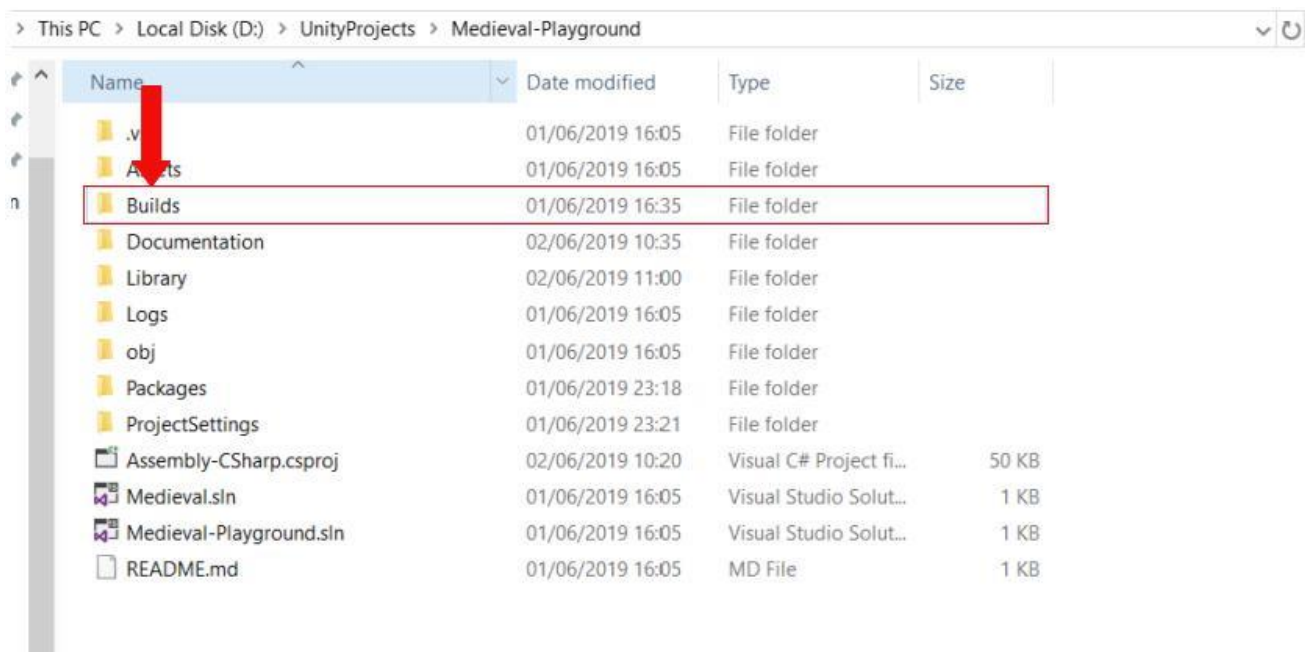
The loading system was added. When each level is loaded, it checks if it has to load from the last checkpoint or to start from beginning.

- **Version 1.4**

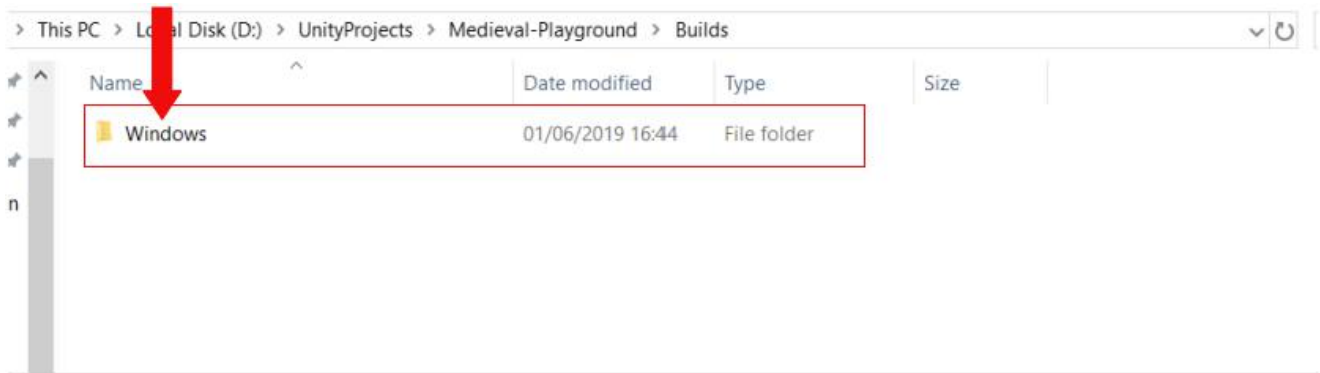
The background music was added which loops forever.

Installing Process

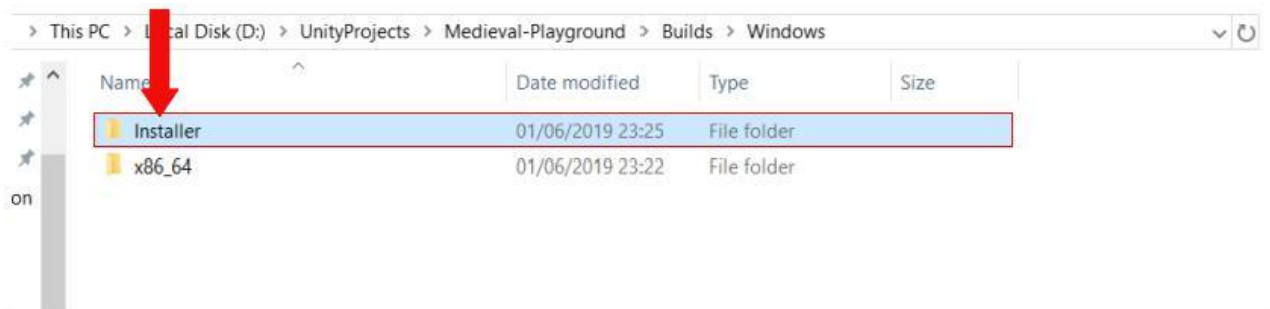
From the main folder of the game, go to the Builds folder.



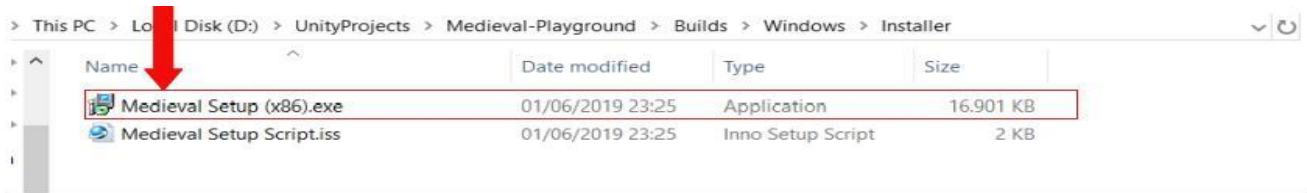
Here, go to Windows folder.



Then, Installer folder.

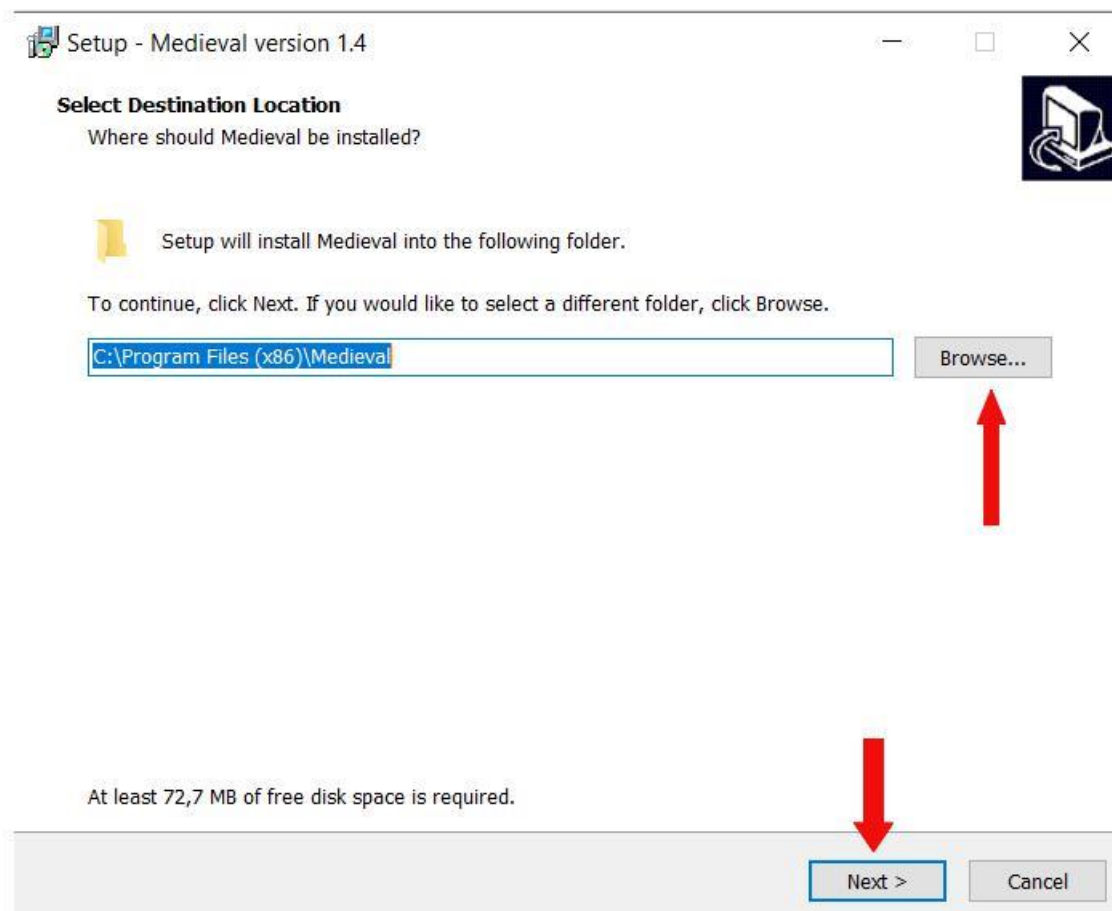


Double click on “Medieval Setup (x86).exe”.

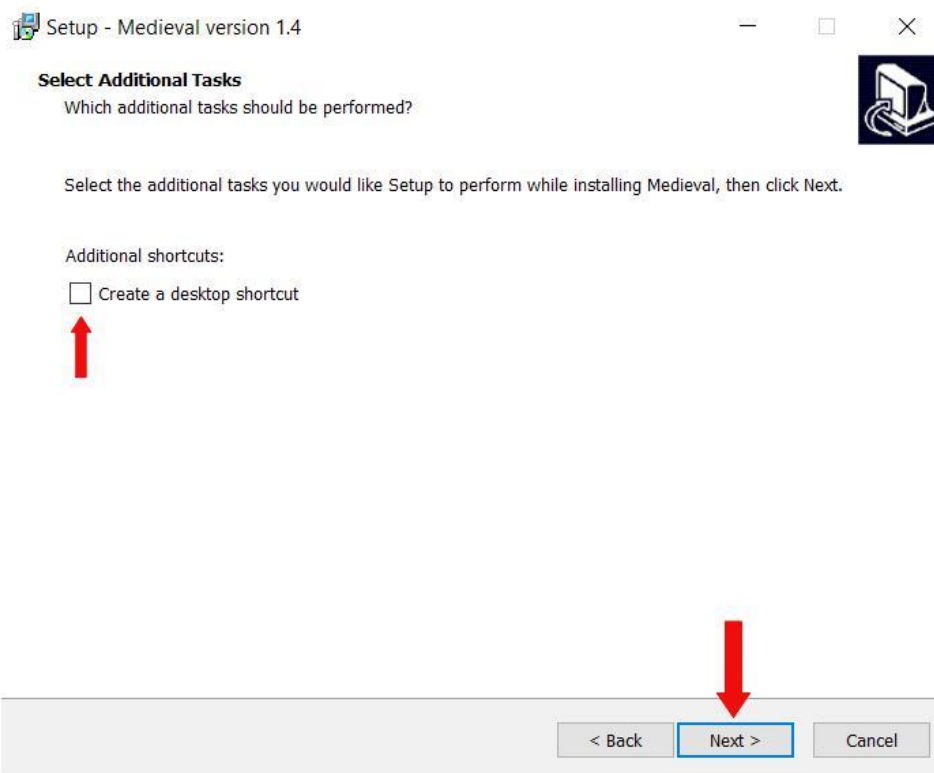


An installation wizard will appear.

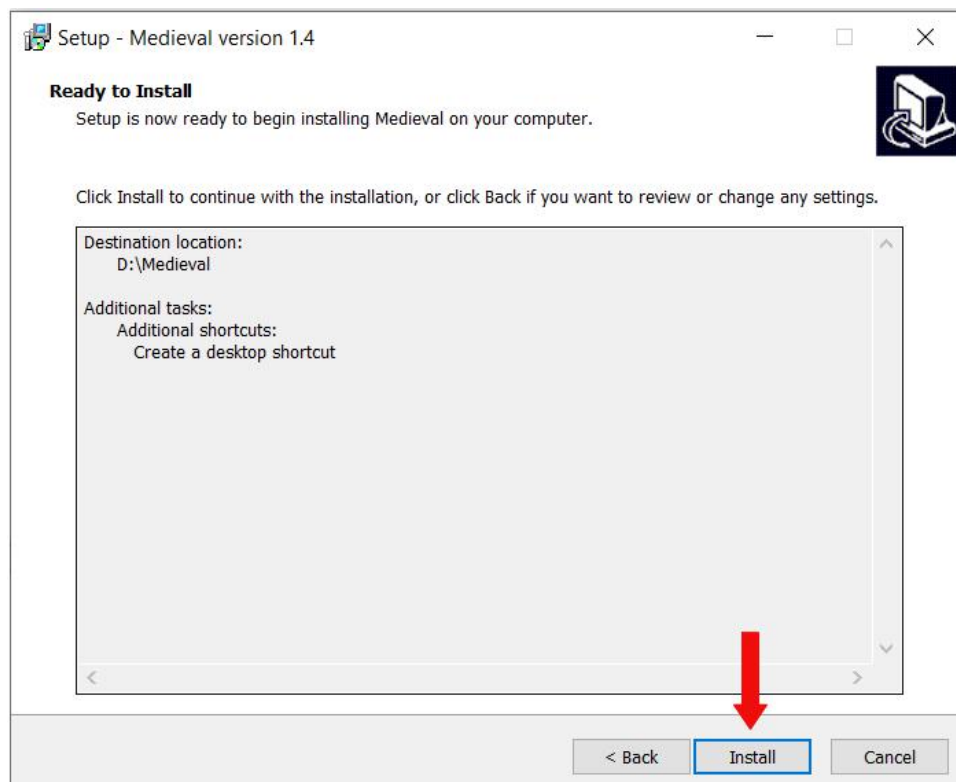
Choose the destination where you want the game to be installed and click Next.



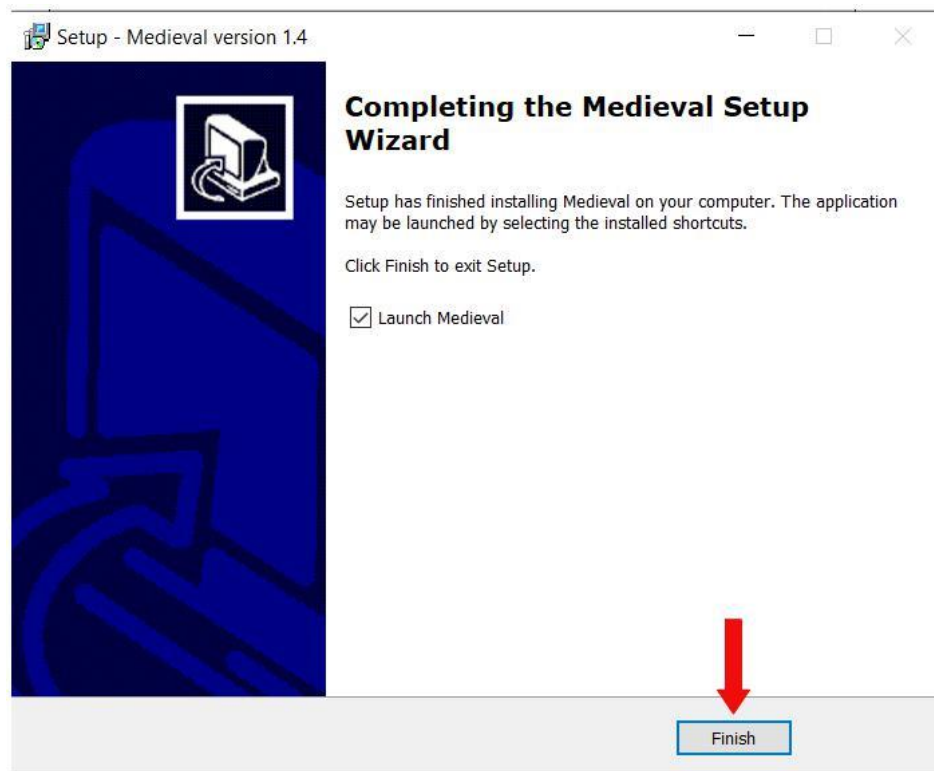
Choose whether to create a shortcut on your desktop and click Next.



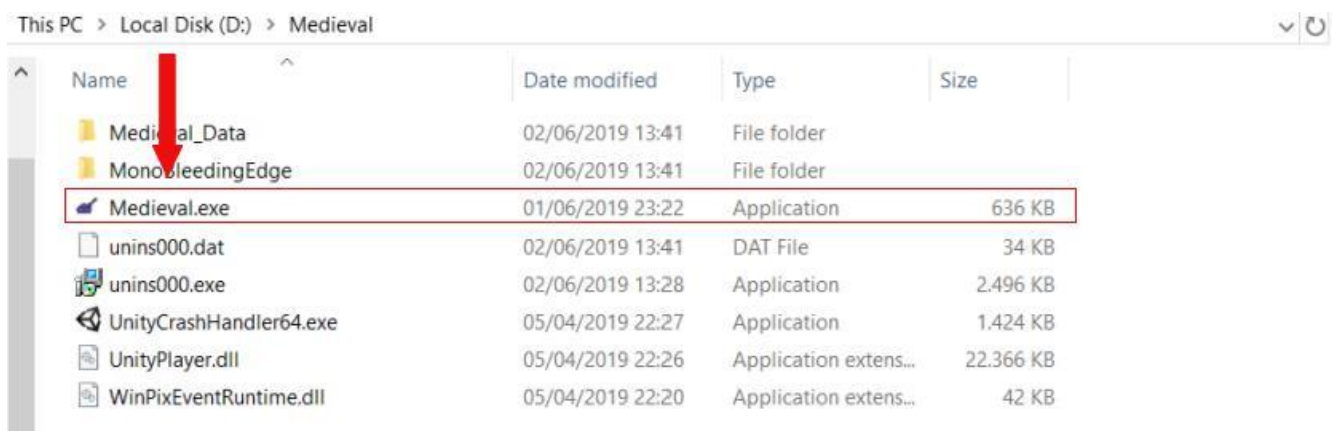
Click Install button.



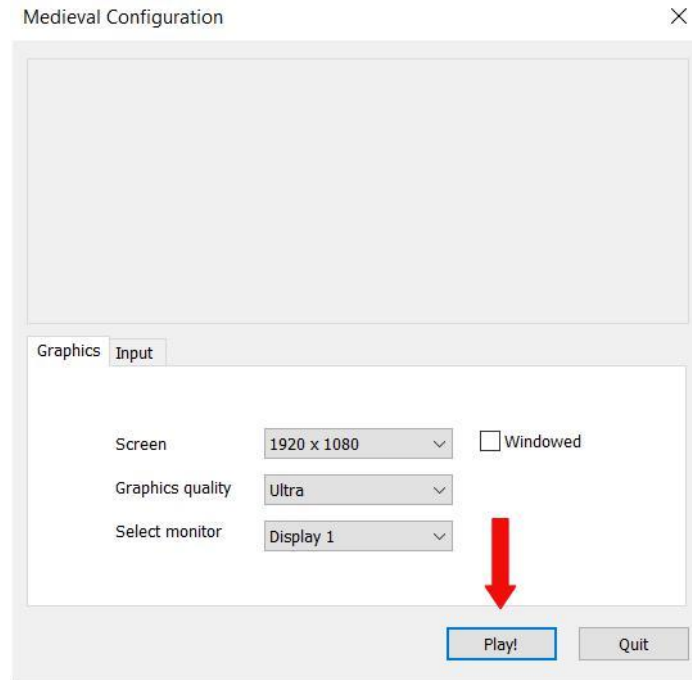
Choose whether the game should be launched immediately and click Finish.



After pressing Finish, we go to the destination folder and double click "Medieval.exe".



A window that allows us to make small resolution settings and image quality will appear. After the settings, press Play and the game will start. Have fun!



On a Linux platform you should take care about the resolution and the frames per second. In our test the resolution did not work on FULL HD and it had some interruptions. Here's our system requirements.

Spec	Minimum Spec	Recommended Spec	Ultra-Spec
GPU	Graphics card with DX10 (shader model 4.0) capabilities.	Graphics card with DX11, 2GB Video RAM (e.g Nvidia GTX 560 Ti, AMD Radeon HD 7850)	Graphics card with DX11, 2GB Video RAM or more (e.g Nvidia GTX 670, AMD Radeon HD 7970)
CPU	Quad core Intel or AMD (e.g Intel core2 Quad Q6600, AMD Phenom X4 9750)	Quad core Intel or Octa core AMD (e.g Intel Core i7-3770, AMD FX-8350)	Octa core Intel or AMD (e.g Intel Core i7-3930K, AMD FX-9370)
RAM	4GB	8GB	8GB or more
OS	Windows 7 SP1+, Ubuntu 16.04+	Windows 8, Ubuntu 17.04+	Windows 10, Ubuntu 18