Testing 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).
    - Several tileblocks were black instead of transparent and blocked the characters jump or movement.
    - Several stripes remained after photoshoping the original tilemap.
    - The knight or the dragon gets stuck in some points on the walls.
- **Version 0.2**

  We created the game mechanic: jump and running animations.
    - When a character stops sudden the legs are still moving although the character is idle.
    - The characters can perform multiple jumps before the landing and so the game becomes too easy.
- **Version 0.3**

  We implemented a flag for the states: on ground or in air (isgrounded).
    - The walls are perceived as ground and the characters can climb the wall illegally.
- **Version 0.4**

  We added a platform which moves between 2 different positions continuously.
    - When the dragon/knight is crushed by the platform, he slides on the x axis, and then comes back to the initial position.
- **Version 0.5**

  2 kind of levers were created (the left and the right). After their activation/deactivation the collider is ignored.

- o When both the dragon and the knight are on the both sides of the lever, the lever switching process loops forever.
- **Version 0.6**

  When a character changes his direction, only the sprite was flipped, but the collider was not. We addressed that with the scale attribute of the Unity object.
- **Version 0.7**

  We added the buttons which perform different tasks.
  - o Sometimes the button remains pressed after the character exits the collider to the left, whereas the right side seems to work fine.
  - o When 2 buttons are connected to the same platform, and are both pressed, if one of the characters leaves one button, the platform moves.
- **Version 0.8**

  We added a door for each character which open when they are triggered.
  - o If the dragon keeps his door open, and the knight passes by, the door will close.
- **Version 0.9**

  Spikes were implemented with 3 colors.
  - o When a character jumps into spikes from below, instead of falling into them, he dies.
- **Version 1.0**

  We added the timer and a proper resolution.
  - o The absolute position made the timer to be inside or outside the screen depending on the resolution of the screen. This was made relative.
  - o On a specific level it is flattened or is not legible.
- **Version 1.1**

  The main and the pause menu were implemented as well as the pause and resume process.
  - o Resuming after the pause without having the time unfrozen made the loading impossible.
- **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.