M2 Autotests

Created by Andrew Xie
Last updated: about 4 hours ago by William Feng • 5 min read

Tag	Marks	Test Name	Expected Marks After atomic change	Do we have this tested? (Final Confirmation) m3
1-1	1	1-1 Testing peaceful mode causes player to take no damage	1	Yes
1-2	1	1-2 Testing zombies spawn every 15 ticks in hard mode	1	Yes
1-3	1	1-3 Test invincibility potions don't work in hard mode	0	Yes
2-1	1	2-1 Testing movement of zombies	1	Yes
2-2	1	2-2 Testing zombies cannot move through boulders and walls	1	Yes
2-3	1	2-3 Testing zombies spawn with armour intermittently (at least once every 200 ticks)	0	Yes
2-4	1	2-4 Testing zombie spawners spawn zombies every 20 ticks	1	Yes
2-5	1	2-5 Testing destroying zombie spawners	0	Yes
3-1	1	3-1 Test mercenary spawning	0	Yes
3-2	1	3-2 Testing mercenaries cannot move through boulders and walls	1	Yes
3-3	2	3-3 Testing bribing a mercenary ensures there is no battle	0	Yes
3-4	1	3-4 Testing mercenaries spawn with armour	0	Yes
4-1	1	4-1 Testing picking up all types of collectables	1	Yes - need a json map - @amandaliu120 can you create this?

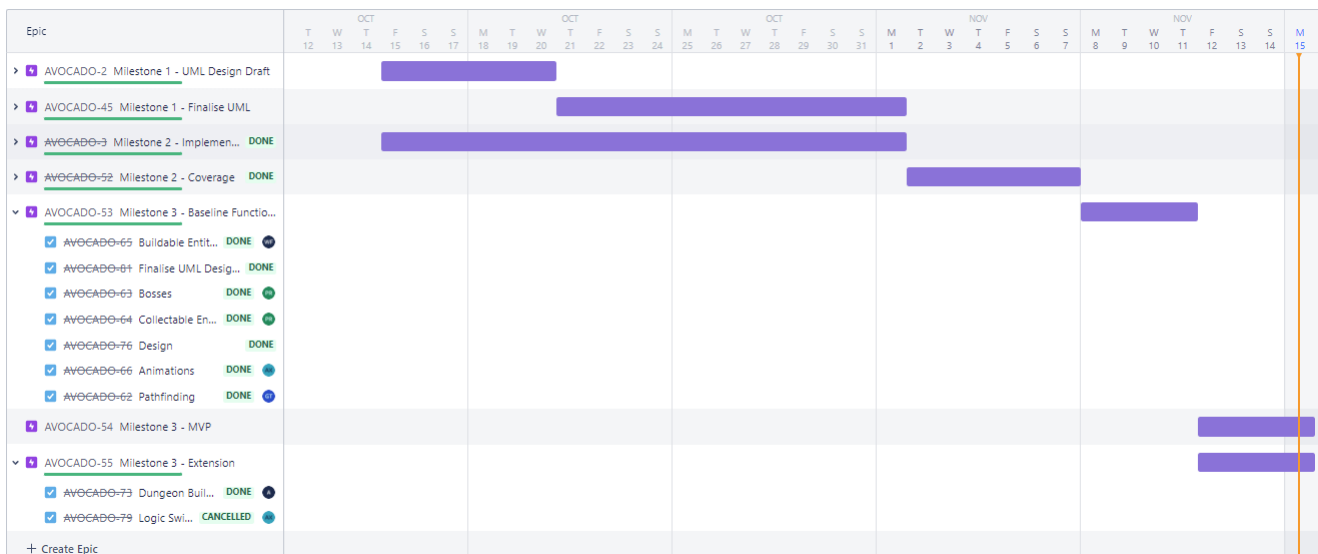Figure 1: Improvement from Milestone 2 Strategy.

Figure 2: Roadmap planning.

Hourglass Dungeon Plan

AX Created by Andrew Xie
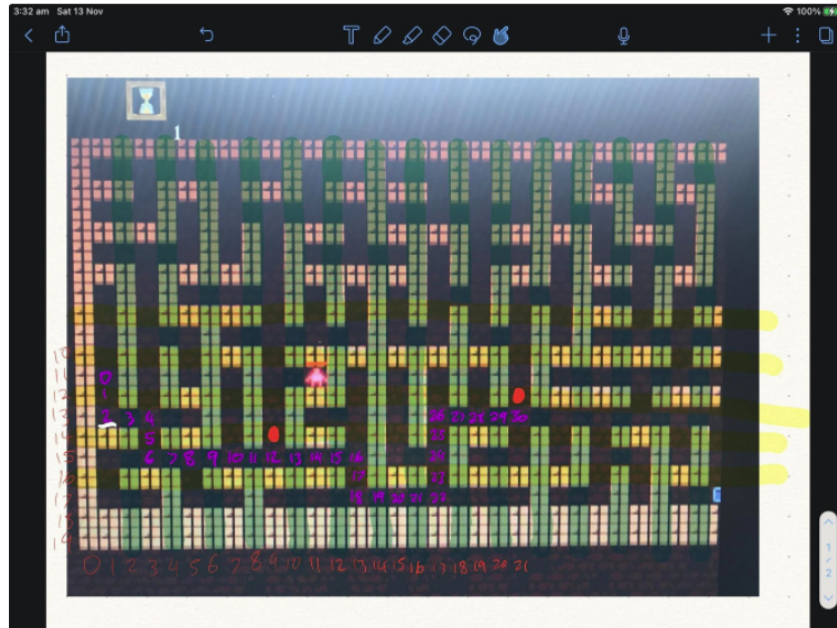   Nov 13, 2021 • 1 min read

Figure 3: Hourglass extension plan.

UX Features

AX Created by Andrew Xie
    Last updated: Nov 10, 2021 • 1 min read

- Goals displaying quantity remaining
- Background music based on menu/game
  - *Music: Dungeons and Dragons by Alexander Nakarada (Ⓢ Royalty Free Music)*
    Licensed under Creative Commons BY Attribution 4.0 License
    http://creativecommons.org/licenses/by/4.0/
  - *Music: Bonfire by Alexander Nakarada (Ⓢ Royalty Free Music)*
    Licensed under Creative Commons BY Attribution 4.0 License
    http://creativecommons.org/licenses/by/4.0/
- Entity health
- Zombie Toast animations to show life span
- Boulders on switches have a separate sprite/skin to make them easier to distinguish (switches were covered)
- Treasure animation
- Added support for Chinese (traditional) to make the game accessible to a wider range of audiences
- Separate colours for keys - easier to distinguish which key goes with which door

Figure 4: UX Features.