Testing Table For iteration 2 (First fully functioning iteration).

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| **Testing** | **Input** | **Result (Mainly if something breaks)** | **Response** |
| Boots on | F6 (Turns on debug version of game) |  | Forgot the G, fixed it and boots on now. |
| Shooting operates | LClick on fish | \*Lags when fired first time\* | Fixed by creating a warning shot variable in the beginning. |
| Sensitivity Works | Moves mouse around | \*Works\* | Sensitivity feels about right. |
| Death animation functions | Run out of ammo | \*Doesn’t display black fade, but since animation is so short, can’t screen capture this\* | Needed to make the blank pixel template visible first. |
| Menu Appears | Press escape button |  | Menu pops out correctly. |
| Settings button | Press the settings button |  | Appears correctly |
| Help button | Press the help button |  | Appears correctly |
| Restart button | Press the restart button | \*Restarts the game\* | Restarts the game correctly. |
| Credits button | Press the credits button |  | The credits menu appears to work correctly. |
| Difficulty Slider | Change the difficulty to max |  | Works, doesn’t crash the game. |
| Player food input | Change the food to 70 |  | When I clicked to go back to the game, it used an extra bullet. Fixed by adding 1 to whatever the player types. |
| Shadow rendering | Disable shadows |  | Wasn’t loading the sun when I first clicked on it. The problem was that by default the sun was hidden, so the controls were inverted. Fixed by re-enabling the sun. |
| Prototype scenes 1 | Run the scene |  | Loads scene correctly. |
| Back to game button | Click button | \*Hides the GUI\* | Hides the GUI correctly. |
| Exit button | Click exit button | \*Shuts down game\* | Initiates the boot down system correctly. |
| Fish give food | Shoot fish | \*Increases score by 1\* | Works as expected. |
| Fish scene loads | Run the fish scene | \*Loads fish scene\* | Doesn’t crash :) |
| Transition animation plays | Run map scene | \*Loads map scene\* | Wow, it loaded the map scene. |
| Kraken animations operating | Shoot the kraken | \*Kraken tentacle sinks\* | Works as expected |
| Tentacle bullet detection | Shoot a tentacle | \*Kraken tentacle sinks\* | Bullet detection appears to be working. |
| Kraken attack does damage | Let the kraken attack me | \*Kraken attacks me\* | It decreases my health by four as expected. |
| Second kraken spawns | Let the map spawn in second kraken | \*Second kraken spawns successfully\* | Summoning worked as expected. |
| Ending scene works | Defeat the second kraken | \*Ending scene appears\* | The ending scene loads properly |
| Easter egg executes correctly (SECRET) | Do what the Easter egg requires | \*Works as expected, the dimensional shift occurs correctly\* | The Easter egg is operational. |
| Cross Sub-GUI transition works | Click on another submenu while another is open |  | The previous submenu still stays visible. To fix this, I reset the visibility of all submenus before making the new one visible. |
| Mouse capture activation | Check for mouse icon | \*No mouse icon appears\* | Works as expected. |