Test Documentation

Testing was done through iterative play testing of the game by the developer and key 3rd party testers.

Testers where given a live copy of the game through the following link:

http://callanw.com/dev/matchthree/

This ensured the testing environment was the same for all testers. The results can be seen in the below table:

Play Tester	Bugs found	Bug resolved	Feature request	Feature resolved
Suzanne Nowara	NILL	NILL	• Add pause button • Limit spawn spaces to middle 3 • Allow diagonal matches	Diagonal matches added, other features not added
Aaron Winfield	Major: When moving near the a block below it is possible to land in an empty column	Bug resolved, re-ordered update/input order	• Adjust timing on incoming blocks	Features not added
Adam Mchenry	NILL	NILL	• Controls not responsive • Button to speed block descent • Multi player	Features not added

Remaining bugs:
All major bugs have been resolved

Gameplay improvements not implemented:
Game over screen. Splash screen, pause button