

Test Documentation

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

Testers were given a debug copy of the game.

The results can be seen in the below table:

Play Tester	Bugs found	Bug resolved	Feature request	Feature resolved
Suzanne Nowara	Glitch on reset, crashes game	Null reference found and fixed	<ul style="list-style-type: none">• Add pause button• Random spawn planet	Features not added
Aaron Winfield	Major: Character jumped off screen	Bug resolved, force gravity to planet	<ul style="list-style-type: none">• More time and/or varying times• Levels of varying difficulty	Features not added
Hannah Mathesien	Major: Player falls into the planet after first touch	Major bug fixed	<ul style="list-style-type: none">• Controls not responsive• Jetpack• Multi player COOP	Controls tweaked, other features not added

Remaining bugs:

All major bugs have been resolved

Gameplay improvements not implemented:

Pause button, random game elements such as altered times, planet spawn positions