

**Feature Number:** 3

**Feature Name:** Map Creator

**Programmer:** Brian Bennett

**Tester:** Brandon Louis

**Test Status:** complete

- **LevelClass (complete)**
  - **LoadSceneDataTest Suite:**
    - i. **Pass a valid map name(pass)** - A valid map name is passed in. The test will pass if it successfully opens the map file.
    - ii. **Pass an invalid filename(pass)** - An invalid map name is passed in. The test will pass if it does not open the file and tells the user that the file is invalid
    - iii. **Pass a map with a valid format(pass)** - The map data will be read in and stored in the tileset. The test will pass if all data is read successfully.
    - iv. **Pass a file with invalid tile format(pass)**- The map data will be read in, and tiles not in a .png format will generate an error . These tiles will not be read into the tileset. The test will pass if all invalid tiles generate errors.
    - v. **Pass a map with a valid layer format(pass)**- The map data will be read in and stored in the grid for the corresponding layer. The test will pass if all data is read successfully.
    - vi. **Pass a file with invalid layer format(pass)**- The map data will be read in, and if the map is not in CSV layer format it will generate an error. These tiles will not be read into the tileset. The test will pass if all invalid instructions generate errors.
    - vii. **Pass a file with no data (pass)**- The map file will be passed in. The test will pass if an error is returned.
  - **UpdateSceneData Test Suite:**
    - i. **Pass player object movement values(pass)** - The player object is passed a movement value. The test will pass if the player object's position changes.
  - **DrawSceneData Test Suite**
    - i. **Draw the map to the screen(pass)** - The map is drawn, layer by layer, grid square by grid square. The test will pass if the map displayed on the screen matches that of the desired map.
- **Collisions:(complete)**
- **Object Layers detected(pass)** - An object is read and made a collision point on the map

