

FEATURE: LEVEL SELECTOR

PROGRAMMER: COLLIN

TESTER: DARREN BRUNELLE

Testing Observations: Appears very fluid for an early form. Contains usable tracks, allows you to select all the options presented to you and has the ability to revert back to the menu. The coloring does not complement itself though.

Testing Methods:

- Clicked around the menu several times, nothing happens as expected (good)
- Attempted going from menu to selector and back; while selecting different tracks, track selection appears to reset which may be for the better (good)
- Selected a track that does not exist and pressed Continue to play, caused an error [1] (error)
- Played all tracks. All appear to work, however, VM detection bug found and reported in Discord communications.

Errors During Tests:

[1]Caused by: com.badlogic.gdx.utils.GdxRuntimeException: File not found: level5.tmx (Internal)

Overall Results:

Overall, this feature appears to work smoothly and does all that is expected. The biggest issues are allowing players to select non-existent tracks and continue with them as a selection[1], causing an error which crashed the game. The other big issue is simply visuals, which itself is not an issue that can cause more issues, meaning no patch needed quickly.

Custom tracks were not tested. If compatible, the game does not offer any information on how to create and add a track as a player who has no access to code.