

# Compile Driver

## User Feature Report: Level Select Menu

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### **Description:**

The Level Select Menu is a menu accessible from the Main Menu, and is used to select the track that will be used for the game. The user may select from one of several premade tracks, or select a custom TileMap track that they have created.

### **Design:**

There were several important design decisions that were made regarding this feature throughout the development cycle. One important design choice was whether or not we as a team wanted to include premade levels, or just a custom level selection interface. We opted to include several premade levels, as it makes the game simpler to play for a new user. Another important design question was how we wanted to implement the custom level selection interface. We decided to use a File Select window, rather than allow the user to enter text. This approach was overall simpler, resulted in less possibility for user error, and looked much cleaner.

### **Test Materials:**

Darren was assigned to test the Level Select Menu feature. His testing employed several manual methods, including clicking various areas of the menu, navigating from the Level Select Menu to the Main Menu and back, and selecting every level. Through testing, several errors were discovered, including a required TileMap file not existing, and a bug with the VM detection. These errors were communicated through our group discord server, and addressed.

### **Code Reviews:**

We as a group have met and discussed the code for this feature several times, and the code has changed throughout the process as a result of this. One of the largest factors determining the focus of this feature were the results gained from Darren's testing. Through testing, several major errors were discovered, such as the fact that a key file was missing. Additionally, several minor inconsistencies were fixed.