**Level Creation Testing Document**

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Feature Assigned To: Noah Hinckley

**Purpose:** To test the TileMap levels, to ensure that they do not cause any crashes or errors, and work as intended

Testing Plans:

Test 1: Loading the TileMap level

* Attempt to open the TileMap level by selecting the corresponding button from the Track Select Menu, and then pressing ‘Continue’
* Attempt to open the TileMap level by selecting it as a custom track from the Track Select Menu, and then pressing ‘Continue’

Test 2: Trying to go off the edge of the track

* Load the TileMap level, and drive the car along the outside of the track, attempting to exit the level boundaries.
* Run a test program to attempt to put the car in a position outside the level bounds (Example: Car.xpos = 10000)

Completed Testing:

Unfortunately, I was unable to complete any testing for this feature. This is because the feature was never completed by Noah, and I did not receive anything that was testable.