

We have now started to test the Binary Orb game. While there will be many more tests to come, there are currently five we will begin focusing on. These will mainly focus on player gameplay and experience. We want to make sure the game follows its own rules and performs adequately enough to be played by the user before we fine tune anything.

1. Boundaries

Our goal here is to test the boundaries of the map/level. At no point should the player object be capable of going through objects and certainly incapable of leaving the screen. We have already noticed some problems here.

2. Single Input

The very purpose of this program is to take a single key input (the spacebar) and have the player object react to it. We will be testing that no other inputs should cause the orb to react as this can greatly affect gameplay.

3. Player Health

When the player object is hit, the player takes damage. After the health of the player reaches to 0 or below, the player object should die and the level should end. This is obviously a key dynamic of the game that needs to be ensured so the gameplay is fair and unbroken.

4. Level Advancement

A key part of this game is collecting the necessary tokens to advance the player to the next level (or beat the game on the final level). Therefore, it is essential that we test that once all necessary tokens are collected, the player can then reach the exit and progress to the next level.

5. Token Radius

The pick-up radius of the tokens that the player collects throughout the game needs to be properly tested and tuned. We need to test that the tokens of course respond correctly to the player object and also that each token is possible to obtain.