

	A	B	C	D	E	F
1	Test Plan					
2	Bitbucket Repository Link:	https://bitbucket.org/johnson-arena-c3-2024/johnson_arena/src/main/				
3	Test Feature	Description of Test	Pass/Fail	Bugs	Runtime Errors	Updates/Error Resolution
4	<i>Example:</i> Pickup interaction	<i>Example:</i> Implement print strings to ensure player input is firing and appropriate events are being called. Display class name on interaction via print string to ensure the correct class is interacting.	<i>Example:</i> Fail	<i>Example:</i> Pickup interaction functions, but integer doesn't increment properly.	<i>Example:</i> Accessed None when trying to read Pickup_BP	<i>Example:</i> Verify item interaction is setting the Pickup_BP references variable properly. An issue here may be why the variable cannot be accessed by the editor.
5	Player Character Tests:					
6	Item / objective pickup interaction	When an object is picked up by the player, bonus objective or primary objective should be updated respectively	PASS	N/A – No bugs with currently implemented features. Can currently successfully bind a “key” item to a specific door / object.	N/A. No runtime error occurs	Additional item implementations / actions will be required. Currently limited to key pickup item, and operating locked doors w/ a key, or unlocked doors.
7	Player score increment on item pickup	When a player picks up an object that is tied to the bonus objective class, the bonus score should be appropriately incremented to reflect the pickup	PASS	Pickup interaction works correctly, but items tied to the bonus score is not yet implemented	N/A. No runtime error occurs	Implement an incrementing to the score value to occur when an item that is designated as a bonus objective class is picked up. Implement score values along with additional item pickups.
8	Player objective HUD updates objective statuses	When a player picks up or interacts with an items that should trigger a level objective to complete, the objective text changes from incomplete, to complete.	PASS	Had trouble getting the objective fields to correctly update.	N/A. No runtime error occurs	Simplified the process to just update the complete / incomplete verbiage instead of the entire objective string.
9	Player hiding won't be detected	When a player has successfully triggered the hide ability, they should be hidden from any patrolling guard dogs.	PASS	Currently no interaction between the isHidden status, and the guards catching the player.	N/A. No runtime error occurs	Implement a player character input to trigger hide. Implement boolean state variable to check whether the player is currently hidden
10	Player hiding status triggered and event changes	When a player has successfully triggered the hide ability, state changes tied to hiding should occur	PASS	Single interaction added to change material of arrow above hiding spot. Currently not working.	N/A. No runtime error occurs	Implement actor state change mechanics that are correctly tied to and triggered by the isHidden status becoming true.
11	Enemy Tests:					
12	Guard dogs patrol along paths defined by assigned waypoints	Guards will continue patrolling along their associate patrol path.	PASS	Only a single guard / patrol path is working as intended. Additional guards / paths cause their guards to walk to the center of the path, and then stop moving.	N/A. No runtime error occurs	Implement a condition to tie specific guard / enemy instances to additional patrol path instances.

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13	Guard dogs catch the player when seen	Guards will correctly catch a player who is close enough and within their overlap box.	PASS	Guards were catching the player through hard collision / walls.	N/A. No runtime error occurs	Collision for the overlap box was correctly re-setup to interact with the player model capsule. A line trace and conditional branch was added to the overlap event to ensure that players are only caught when not hiding or behind cover.
14	Security camera catches player when they are within the overlap / trigger area for the camera	When a player is detected as having crossed into the trigger area of a security camera's vision / catch event, the player should be caught, triggering a mission failure.	PASS	Cameras were catching players through walls.	N/A. No runtime error occurs	A similar approach was used to fix this problem, and the cameras now correctly respect the collision of walls / objects.
15	Laser security beam trap will trigger when a player passes through the trigger range that is associated with the laser's beam.	When a player crosses too close (passes through or makes contact) to the laser beam, alarms are sounded and the player is caught.	PASS	The catch mechanic is not yet implemented, the laser beam and associated trigger / detection radius must also be implemented first	N/A. No runtime error occurs	This will be fixed by implementing a tight trigger radius within the beam of the laser. The laser beam must be implemented, and the begin trigger range should trigger the catch mechanism once it is also implemented.
16	Laser tripwires will correctly be disabled when the power switch for security has been turned off.	All laser tripwires can be enabled or disabled via the power switch so long as the player has the matching key	PASS	Had problems getting all lasers and correctly turning them off.	N/A. No runtime error occurs	Corrected by adding a new LaserPowerBP. It contains a reference array of lasers, and 3 functions. Add lasers, which populates the reference array of all lasers, enable lasers, which sets the collision and visibility of all lasers to on, and then disable when sets the visibility/collision of all lasers to off.