# Testing Plan

## Your Details:

**Name**: Cooper Deguet  
**Contact Information**: 0481959322

## Team Details:

|  |  |  |
| --- | --- | --- |
| Role | Name | Contact Information |
| Programmer, UI, Start Menu, Items, Player Health | Cooper Deguet | 0481959322 |
| Programmer, Game Manager, Spawning, Movement | Isaac Thyer | 0481339484 |
| Programmer, 3D Modelling, AI | Deklan Gentile | 0491102205 |

## Scope:

**UI (Menus, in game UI)**

* Scaling works as intended
* Functionality for all buttons and menus work
* Easy to navigate (feedback from tester)

**Items (Shooting, Knife, Healing)**

* Gun shoots consistently
* Knife isn’t too strong
* Health kit works as intended

**Enemy AI**

* Dedicated zombies work as intended
* General bugs
* Generator and player take damage when hit
* Zombies Spawn?
* Zombie pathfinding

**Models**

* Textures suit game
* Rendering works correctly
* Texture combinations work
* Normal maps function as intended

**Player Movement**

* Doesn’t get stuck on anything
* Can’t escape map
* Doesn’t clip through objects
* Movement is smooth(tester feedback)

**Game Manager**

* Waves increase in difficulty(testers feedback)
* Objective is clear and easy to understand
* Controls are simple(testers feedback)
* Game is enjoyable(testers feedback)

## Priority:

1. Player Movement
   1. Doesn’t get stuck on anything
   2. Doesn’t clip through objects
   3. Can’t escape map
   4. Movement is smooth
2. Enemy Ai
   1. Zombies spawn
   2. Zombies work as intended
   3. Zombie pathfinding
   4. Generator and player take damage when hit
   5. General bugs
3. UI
   1. Functionality
   2. Scaling
   3. Easy to Navigate
4. Items
   1. Gun shoots consistently
   2. Health kit works as intended
   3. Knife isn’t too strong
5. Game Manager
   1. Waves increase in difficulty
   2. Controls are simple
   3. Objective is clear and easy to understand
   4. Game is enjoyable
6. Models
   1. Rendering works correctly
   2. Texture combinations work
   3. Textures suit game
   4. Normal maps function as intended

## Schedule:

**Week 1**

* Player Movement
  + Doesn’t get stuck on anything
  + Doesn’t clip through objects
  + Can’t escape map
  + Movement is smooth
* Enemy Ai
  + Zombies spawn
  + Zombies work as intended
  + Zombie pathfinding
  + Generator and player take damage when hit
  + General bugs

**Week 2**

* UI
  + Functionality
  + Scaling
  + Easy to Navigate
* Items
  + Gun shoots consistently
  + Health kit works as intended
  + Knife isn’t too strong

**Week 3**

* Game Manager
  + Waves increase in difficulty
  + Controls are simple
  + Objective is clear and easy to understand
  + Game is enjoyable
* Models
  + Rendering works correctly
  + Texture combinations work
  + Textures suit game
  + Normal maps function as intended

## Team Signoff:

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Role | Signature | Date |
| Cooper Deguet | Programmer, UI, Start Menu, Items, Player Health |  | 25/10/2023 |
| Isaac Thyer | Programmer, Game Manager, Spawning, Movement |  | 25/10/2023 |
| Deklan Gentile | Programmer, 3D Modelling, AI |  | 25/10/2023 |