Gravity Shifting Platformer

Test Case 1: Robot Controller 1

Test Case ID: TestScript.cs	Test Designed by: Ryan Denzel
Test Priority: High	Test Designed date: 11/2/2014
Asset Name: RobotControllerScript.cs	Test Executed by: Ryan Denzel
Test Title: Initialization1	Test Executed date: 11/2/2014
Description: Test variables on initialization of script	

Preconditions: none	
Dependencies: none	

Step:	Test Steps	Test Data	Expected Results	Actual Results	Status(pass/fail)
0	Initialized "dead" variable correctly		Assertion.Equals passes	Assertion.Equals passes	pass
1	Initialized "facingRight" variable correctly		Assertion.Equals passes	Assertion.Equals passes	pass
2	Initialized "groundCheck" Variable correctly		Assertion.Equals passes	Assertion.Equals passes	pass

Test Case 2: Robot Controller Gravity 1

Test Case ID: TestScript.cs	Test Designed by: Ryan Denzel
Test Priority: High	Test Designed date: 11/9/2014
Asset Name: RobotControllerScript.cs	Test Executed by: Ryan Denzel
Test Title: Gravity check 1	Test Executed date: 11/9/2014
Description: Test gravity is set right	

Preconditions: none
Dependencies: none

Step:	Test Steps	Test Data	Expected Results	Actual Results	Status(pass/fail)
0	Check "jumpdir" is initialized		Jumpdir = 1	Jumpdir = 1	pass
1	Check gravity vector is initialized correctly	Gravity = Vector2(0f,-9.8f)	Physics2d.gravity = Vector2D(0f, -9.8f)	Physics2d.gravity = Vector2D(0f, -9.8f)	pass

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Test Case 3: Box Script

Test Case ID: TestScript.cs	Test Designed by: Ryan Denzel
Test Priority: Low	Test Designed date: 11/20/2014
Asset Name: box.cs	Test Executed by: Ryan Denzel
Test Title: Functioning Box Script	Test Executed date: 11/20/2014
Description: Test that the box script initializes correctly	

Preconditions: none
Dependencies: none

Step:	Test Steps	Test Data	Expected Results	Actual Results	Status(pass/fail)
0	Check "finish" is initialized		Finish = false	Finish = false	pass

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Test Case 4: Switch Trigger

Test Case ID: TestScript.cs	Test Designed by: Ryan Denzel
Test Priority: Medium	Test Designed date: 11/24/2014
Asset Name: trigger.cs	Test Executed by: Ryan Denzel
Test Title: Switch Trigger	Test Executed date: 11/24/2014
Description: Test Trigger script is working	

Preconditions: none
Dependencies: none

Step:	Test Steps	Test Data	Expected Results	Actual Results	Status(pass/fail)
0	Check "isOpen" is initialized		isOpen = false	isOpen = false	pass
1	Door open animator is set.		String "doorOpen" == "doorOpen"	String "doorOpen" == "doorOpen"	pass

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Test Case 4: Robot Controller 2

Test Case ID: TestScript.cs	Test Designed by: Ryan Denzel
Test Priority: Medium	Test Designed date: 11/26/2014
Asset Name: RobotUp.cs	Test Executed by: Ryan Denzel
Test Title: Check gravity initialized upwards	Test Executed date: 11/26/2014
Description: Some levels need the gravity to be initialized upside down, this test makes sure the gravity is set accordingly	

Preconditions: none
Dependencies: none

Step:	Test Steps	Test Data	Expected Results	Actual Results	Status(pass/fail)
0	Check "jumpdir" is initialized		Jumpdir = 0	Jumpdir = 0	pass
1	Gravity is set upside-down	Gravity = Vector2D(0f, 9.8f)	Physics2D.Gravity = Vector2D(0f,9.8f)	Physics2D.Gravity = Vector2D(0f,9.8f)	pass