

TESTING & INSPECTION SUMMARY

Group 24

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PROJECT OVERVIEW

The focus of this project is to provide a unique virtual experience for users to solve escape rooms from the comfort of their homes. The application consists of four different rooms that the player can choose to solve. The application is primarily compatible with HTC Vive. The project domain is entertainment/gaming. It was created using Unity and a VR simulator. The project report for VR Escape Room from 2018 [5] consisting of the description, requirements, and design is what this project, VR Escape Room from 2020, is based on.

TESTING

We would want to test all our levels to see if all the VR mechanics are working correctly (ID#1) and the player is able to move properly in them, meaning not glitching out of the map. We would also want to test if our game actually works with VR because we use a VR simulator for our game (ID#2). We also want to test if each level can be completed and has an ending, meaning you can get to the “You Win!” screen after completing the puzzle (ID#3).

ID#1 - Levels

We want to make sure that the levels are properly implemented with VR mechanics such as our picking up stuff, rotating stuff, and opening doors scripts, as well as make sure the player can walk inside the room without glitching outside the map. To run the test, make sure that the levels are all implemented in the game, and that there are no missing assets. Attach the scripts to the items/assets in the level that you want to pick up/rotate/open. Make sure the player is inside the level, and not glitching out of the rooms.

Put the scripts on the items you want to pick up/rotate/open. You should be able to pick up/rotate/open items if the scripts worked, meaning that the VR mechanics worked. You will pass this test if all the VR mechanics were implemented correctly on the items in each level. We had all of us testing the levels to see if they ran properly with the game, and Dylan tested the VR mechanics to see they worked.

We expected the levels to run correctly, but the VR mechanics may have some problems such as you're not able to pick up the item properly. Both the levels and the VR mechanics were able to function correctly. Result for ID#1 was a pass.

ID#2 - VR

We want to test if the game actually runs with a VR device such as HTC Vive since we use a VR simulator. Make sure the HTC Vive is connected properly with the computer you are using, and press play to see if you are able to see the game in VR. The game should be able to run in VR. You pass the test if the game is able to run on the HTC Vive. We had Dylan test to see if the VR headset would work properly with VR. We expected that using the headset would work with our game when we would get the HTC Vive from Professor Bell. Due to the pandemic, we didn't end up getting the VR device from professor Bell, so we had to improvise and work with a VR simulator for our game. Result for ID#2 was a fail, because we didn't end up testing it with the HTC Vive, but Pass because our VR simulator works properly.

ID#3 - Completion

We want to test if the game has an ending, meaning you're able to beat the level and then go back to the main menu and select another level to play. Complete the puzzle for the level and see if you're able to get

the win screen such as picking up the key to win the game in the Living Room, or opening the door in The Bunker. You should be able to win the level if you pick up the item to win the game or open the door to exit the level. You pass the test if you are able to win the level and get to the main menu screen.

All of us tested to see if the win conditions were possible. We expected the rooms with doors would be able to get the win condition, but the rooms that needed an item to win the game would not work.

All of the rooms were able to get the win condition on 04/19. Result for ID#3 was a pass.

ID#1, ID#2, and ID#3 are all repeated because we wanted to make sure that all of these tests worked properly since they all depend on each other.

INSPECTION

Each person inspected everyone else's code, so for example for Krystian's code, the people who inspected it were the 3 other group members. This was done 4 times, for each person who submitted code for inspection. The inspections happened on April 25, 2020 and a checklist was added below for each submission to display any flaws or faults in the code.

	Krystian's Code	Patricia's Code	Aakash's Code	Dylan's Code
Was the code complete?	X	X	X	X
Is the code easily understandable?		X	X	
Was the code written using the set standards as the other code?	X	X	X	X
Is the same set of code duplicated more than twice?				
Is the code easily debuggable to see any errors in it?	X	X	X	X
Is the code bug free?	X	X	X	X
Does the code have too many responsibilities?				