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| **Test no.** | **Item being tested** | **Test Method** | **Expected result** | **Actual result** | **Comments** | **Module** |
| 1 | Classes  Background  sprites | Press play and if background and sprite are drawn | Background appears and sprite is at the bottom of the screen in the middle | Background ok  Sprite not at bottom of screen have to use numbers instead of rectangle for measuring distance | Mega man is at bottom of screen but not well coded | Update();  Draw(); |
| 2 | Background scrolling | Press play and move the player left until he reaches the side then move the player right until he reaches the right side | Player should remain in middle and back ground should scroll, the player should reach the left and right sides in a short time | Background started to scroll player stopped at right and left side | none | Load();  Update();  Draw(); |
| 3 | Background scrolling | As above | The right-side of the back ground should be closer than before | Right side of back ground was than before | none | Load();  Update();  Draw(); |
| 4 | Player animation | Push left and right on game pad for a while | Play game when player pushes left or right the back ground should scroll give the effect that it is the player that is moving | When pushing left or right it looks like the player is moving, although can see the next image before it’s time | Paint.net  Should be able to sort that out | Load();  Update()  Draw(); |
| 5 | Player jump | Play game and press A | player character should jump with a jump animation; | Player character jumped but with no jump animation | Change load content to load jump animation | Load ();  Update(); |
| 6 | Player jump | Play game and press A | player character should jump with a jump animation; | Player character jumped with jump animation | Change load content to load jump animation | Load (); |
| 7 | Place object in game world | Play game | An object should be in middle of screen | Object appeared in middle of screen |  | Update();  Draw(); |
| 8 | Player bounces off when he hit sides of object | Play game and collide with object | When player hits object he bounces back off | When player hit side he bounced back off |  | Update()  Draw(); |
| 9 | Player lands on object when jumps on it | Play game and jump on object | Player jumps on object and stays on top of object; | Player stayed on top of object when he landed on it. |  | Update();  Draw(); |
| 10 | Player can jump while on platform | Play game jump on to platform press jump while on platforms | Player jumps while on platform | Player cannot jump while on platform | Move the code for the player to jump underneath the collision for the platform | Update(); |
| 11 | Platforms are line up beside each other without gaps | Play game look at plat forms position | Plat form are lined up alongside each other | No other platforms only the first platform is visible platforms | Took 4-5 or 5 attempts to fix this problem and about 45 minutes of time , This method for constructing platforms will be used throughout the game by being placed in to voids that load levels | Load();  Draw();  Void loadlevel(); |
| 12 | More platforms are added directly above previous one | Play game look at platforms position | Platforms are above existing platform | Platforms are above existing platforms but not directly | Tried various methods to achieve this is all else fails have to it individually. This is only in load right now but should progress to void levelnumber(); | Load();  Void loadlevel(); |
| 13 | Platforms added incorrect position | Play game look at platforms position | Platforms are above existing platforms position | Platforms are above existing platforms | I think I found the correct method but not the best coding  Use this method for creating platforms in various levels | Load();  Void loadlevel(); |
| 14 | Draw ball | Play game and look for ball | Play game and find ball | Played game and found ball |  | Load();  Void loadlevel(); |
| 15 | Draw multiple balls between top and bottom platforms | Play game and look for balls | Balls should be between top and bottom platforms | Seen multiple balls but not between platforms | Use the method for creating platforms to place the balls in the correct places, after Individually placing the balls in the correct place I found a method for placing them ad a whole | Load();  Void loadlevel(); |
| 16 | Draw player score and lives | Play game and look for player score and lives | Player score and live should be displayed at the top left and right respectively | Player score and live at the top lives in very clear as it disappears off the screen | Took a few attempts but finally got there, also added in player position for a task I was performing earlier it added to the problem | Draw(); |
| 17 | Move balls | Play game and observe balls | Balls should travel up and down between platforms | Balls don’t move | This is a big problem that I cannot fix, I have used a previous working method to try fix this but it doesn’t move the balls it only rotates them, I got one ball working but that ball seem to have moved position? | Load();  loadlevel();  Update();  Method automove(); |
| 18 | Move balls | Play game and observe balls | Balls should travel up and down between platforms | All ball travel up and down between platforms except the first ball which stys still | I think I got a little luck by able to move the balls at all | Load();  loadlevel();  Method automove(); |
| 19 | Look for collision between ball and player and lose life if he collides | Play game and hit the first ball | Player should lose one life after colliding with first ball | Player loses one life after hitting first ball, but the doesn’t stop losing lives the lives get removed to quickly | Added a small timer to play tested and problem was solved | Update(); |
| 20 | Added new level | Play game and go too far right of screen | Background should change when you reach the far side | The back ground never changed colour | It turned out that this problem was easily solved be introducing invisible bricks that if the player touched a new level will start(may be not the best coding as the level will still run in the background). | Load level();  UpDate(); |
| I have now change all the load content for platforms and player character into load level. | | | | | | |
| 21 | Radom velocity’s to balls | Play game and observe ball speeds | Balls should vary in speeds | Balls varied in speed but some don’t move at all | Tried various techniques for balls so they always move on start keep moving | Load(); |
| 22 | Make other balls move left and right | Play game and look at last two balls on the right side of the screen | The last two balls should move left and right | The last two balls don’t move | Spent hours getting this to work, eventually got it to work but used numbers for distance instead on collision detection (not happy with coding). | Method automove2();  Update(); |
| 23 | Noticed balls are moving to fast |  | Balls should move slower | Balls move at the same pace | As above most of problems in this game are to do with the movement of the balls. | LoadLevel();  Moveme1,2  Update(); |
| 24 | Make sure ball take life away when they hit the player | Play game hit balls | When the player collides with a ball, a life gets took away, the player should be invulnerable for about 1 second after that they can start to lose lives again | Player loses life when he hit a ball after that he is invulnerable for about a second then he loses lives if he hits balls again. | Simple. | Void checkcolllision();  Update(); |
| 25 | Level2 starts | Play game move to far right | a new level should start | A new level never started | I added a object which by luck forgot to draw and if the player touches this it starts a new level | Loadlevels(); |
| 26 | Place platforms in correct position | Play game until level 2 | Platforms should be in different positions | Platforms are in different positions | Even though the platform s are in different positions they are still not in the right place can’t seem to use the object proprieties for placing objects instead I am relying on numbers | Loadlevel2();  Draw(); |
| 27 | Is level 2 ok as game level | Play game play level 2 | Level 2 should look nice and be challenging | Level 2 is good level to play with a good challenge | A hard level may be should be the last | LoadLevel2();  Draw(); |
| Conducted a way to load and position all platforms( above), the levels so now I do not need to talk about platforms as the only difference is the shape and position and how they make a new level, | | | | | | |
| 28 | Is level 3 ok as game level | Play game play level 3 | Level 3 should look nice and be challenging | Level 3 is good level to play with a good challenge | An easier level than level 2 | LoadLevel2();  Draw(); |
| 29 | Is level 4 loading | Play game finish level 3 | Level4 should load | Level 4 loaded | Was going to make balls come down at the same time but after observing level4 though t it would be more challenging to leave them in a unpredictable fashion | Loadlevel4();  Update((); |
| 30 | Is level 5 loading | Play game finish level 4 | Level 5 should load | Level 5 loaded |  | Loadlevel5(); |
| 31 | In platforms moving | Play game get to level 5 | Platforms on level 5 should move | Platforms on level 5 not moving | After spending some hours fixing level 5 and trying to get the platforms to move. I opted to try using anew method called moveme3 wich seemed to have worked | Loadlevel5();  Moveme3  Update(); |
| 32 | Got platforms moving but opted with a new level design | | | | | |
| 33 | Platforms properly spaced out | Play game get to level 5 | Platforms should be evenly spaced out | Platforms on level 5 evenly spaced out | Moved the platforms around a bit to get a good distance apart far enough so the player cannot jump across but close enough to see. | Loadlevel5(); |
| 34 | Play game and listen for sound | Play game hit balls and spikes | sounds play when player hit ball or spikes | Play game sounds play when player hit ball and spikes | The same sound played weather a player hit a ball or spike I changed that never got it right the first time but was easy to fix just copied and pasted the method and gave it a new name and called that instead. | Load();  Update(); |
| 35 | Play game and listen for back ground music | Play game | music should play in the background | Played game music played in the background |  | Load();  Update(); |
| 36 | Play game and look for game winner screen | Play game and complete level 5 in under 60 second | Game winner should be displayed | Played game finished I under 60 seconds no winner screen | This problem took about 10 minutes to fix, took the easy way out and made level 6 game over and then drew the winner screen over it when appropriate | Loadlevel6();  Draw() |