91906 - Testing Document

**Unit Testing**

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| --- | --- | --- | --- | --- | --- | --- |
| NAME Function/ Feature | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 26/06/2025 | An OS built pathway for the character sprite (using the pymunk platformer code as a baseline for other aspects to test it earlier.) | Expected |  | The self-made "Knight" character sprite will appear. |  | N/A |
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| NAME Function/ Feature | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 9/07/2025 | I am testing the tile platformer map that I have built for the platformer | Expected |  | The tile platformer map will appear in the background in which the sprite will be able to navigate across |  |  |
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*Continue the same format for all functions and features*

**System Testing**

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| Whole Program | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
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