91906 - Testing Document

**Unit Testing**

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| --- | --- | --- | --- | --- | --- | --- |
| Player Animation/Movement | | | | | | |
| 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 |  |  |
| 14/07/2025 | I am testing the player’s jumping animation that when the user presses “w” or the “up arrow key” the player will jump up while displaying the jump animation | Expected |  | The player will display the jumping animation when the user presses “w” or the up arrow key | Although the player did display the jumping animation, it was too fast and looked choppy. | It was fixed by adding a specific frame constant for the jump animation. This ensures, that the frame is updated through a longer period of time so that the jump animation is slower. |
| 14/07/2025 | I am testing whether the new tile map with added backgrounds will be shown when the platformer is run | Expected |  | The tile map will show the background, midground, and foreground that I have created in my tile map | The background did not load | This was fixed as I had forgotten to add the layers of the tiled map to the actual code |
| 14/07/2025 | I am testing the addition of WASD keys for the player to use | Expected |  | The WASD keys for jump, right, and left when pressed should respond and the player should move in the direction | When pressed the key “A”, the character continuously moved to the left without stopping. | Although I had added the or arcade.key.A in the on key press function, I forgot to add this on the key release function. Therefore, I added the arcade.key.A on the on key release function which made the player stop after the key being released |
| 14/07/2025 | I am testing whether the idle animation for the player is working when I start the game and the player remains stationary | Expected |  | The code will reiterate the idle animation, making the player seem alive even when still | When the platformer was loaded, the character did not perform the idle animation and stayed still |  |
| 15/07/2025 | I am testing the player attack animation when pressed space, the animation will start | Expected |  | The attack animation will play when pressed space | Although the attack animation played, it continuously played without stopping. | I added a self.is\_attacking = false so that after one complete cycle of the animation, the animation will stop. |
| 15/07/2025 | I am testing the jump animation again as I realised that the jump animation cycled too quickly and ended while the player was still travelling up in the air. So I fixed it by splitting up the jumping animation into a “jump” and “falling” into seprarte files | Expected |  | The jump animation will be spaced evenly throughout the jump | The jump animation cycled evenly throughout the jumping ensuring that the jump animation felt more realistic and smooth | N/A |
| 16/07/2025 | I am testing the take damage animation when the player takes damage | Expected |  | The player when the key “T” is pressed (animation testing purposes) will cycle through the animation once | The player cycled through the take damage animation once | N/A |
| 16/07/2025 | I am testing the Character Death animation | Expected |  | The player when the “Y” key is pressed (animation testing purposes) it will cycle through the death animation | The player cycled through the death animation once. | N/A |
| 28/07/2025 | I have tested the WASD for the character to ensure multiple key presses does not glitch the game | INVALID |  | The character will not move if both “A” or “D is pressed | The player did not move | N/A |
| 29/07/2025 | I am testing whether the character will move or exhibit any strage behaviour when keys other than WASD or arrow keys is pressed | Invalid |  | The character will not move if any other key than wasd or arrow keys are pressed | The player did not move | N/A |
| 29/07/2025 | I am testing whether the character will move or exhibit any strange behaviour when the wasd or arrow keys are pressed rapidly or strangely | Invalid |  | The character will not exhibit any strange behaviour and will travel the direction depending on the last key pressed | The character fluidly moved depending on which key was pressed | N/A |
| 29/07/2025 | I am testing the jump and player movement at boundaries such as a cliff section | Boundary |  | The character will behave normally and will walk and jump on boundaries | The character behaved normally even on boundaries like cliff section | N/A |

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| Health Bar | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 16/07/2025 | I am testing if the player healthbar will be displayed on screen. | Expected |  | The healthbar will appear on top of the character | The health bar appeared in the centre of the character. | N/A |
| 16/07/2025 | I am testing the health bar during player movement | Expected |  | The health bar will move with the character in sync | When the player moved the health bar had lagged and moved forward quickly | This was fixed by drawing the healthbar before the setup of the camera so that the healthbar would sync with the character using the world coordinates rather than the screen coordinates |
| 16/07/2025 | I am testing the health bar during player movement | Expected |  | The health bar will move with the character in sync | When the player moved the health bar had lagged and moved forward quickly | This was fixed by drawing the healthbar before the setup of the camera so that the healthbar would sync with the character using the world coordinates rather than the screen coordinates |
| 16/07/2025 | I am testing what happens to the health bar after taking damage. Although I haven’t made the collisions with the enemies yet, I have added code that when T is pressed, the character will lose health | Expected |  | When the key “T” is pressed, the player takes damage so when it takes damage, the health bar should decrease by one | The health bar did decrease by one, but the background red did not show | This was fixed by changing the order of the draw method. I made the code that draws the background red colour to draw first so that the green bar will be drawn above that. |
| 20/07/2025 | I am testing whether the enemy health bar will appear on top of the enemy | Expected |  | The enemy health bar will appear on top of the enemy displaying 10/10 | The enemy health bar did appear on the mushroom’s head displaying 10/10 | N/A |
| 29/07/2025 | I am testing whether the health bar indicates 5/5 when it is full | Boundary |  | When the game starts the healthbar should be at the fullest of 5/5 – at its boundary | The healthbar showcased 5/5 which is the boundary | N/A |
| 29/07/2025 | I am testing whether the health bar will indicate 1/5 which is the boundary | Boundary |  | When the player takes damage 4 times, the healthbar will display 1/5 | The healthbar did display 1/5 | N/A |
| 29/07/2025 | I am testing just in case what happens if the player health is negative by changing the enemy attack to 2 | Invalid |  | When the player takes 2 damage from 1/5 it should just display zero | The healthbar even when the enemy attack was 2 and the player had 1/5 health, the healthbar displayed 0/5 | N/A |

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| Enemy Mushroom Animation | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 17/07/2025 | If the enemy mushroom loads when the game starts | Expected |  | The enemy mushroom will render on the platform when the code is run | The enemy mushroom rendered on the screen; however its hitbox was semi under the platform | This was fixed by changing the enemy scaling to 2.5 instead of 2 |
| 17/07/2025 | I am testing boundaries of the mushroom it will display the walking animation and move between boundaries | Expected |  | The enemy mushroom will move within set boundaries. | The mushroom when it reached the right boundary it stayed there and glitched. | When I looked a the enemy boundary code, I realised that the              left\_boundary=800,              right\_boundary=700,  The left boundary was greater than the right boundary which doesn’t make sense. Thus I changed the left\_boundary to be less than 700 left\_boundary = 500 |
| 17/07/2025 | I am testing if the mushroom walks between the boundaries and not goes beyond those coordinates | Expected |  | The enemy mushroom will move within set boundaries | The mushroom started walking and randomly attacking at set boundaries. | This was fixed as originally the values between the player and were not converted as absolute values thus sometimes the distance were calculated as negative values. The enemy calculates the positive distance between the player and the enemy so the negative distance did not work and would only work one side. |
| 17/07/2025 | I am testing if the enemy will show the attacking animation when the player enters the patrolling boundaries | Expected |  | The enemy mushroom will perform the attacking animation when the player enters the boundaries | The enemy stopped when it saw the player however, only when the player went out of the boundary it played the attack animation | This was solved as I had an error in the code where the whenever the attack animation would play, the self.cur\_texture = 0 line was right under which meant that the animation couldn’t play and was always resetting until the player was outside of the boundary and then would complete the animation. |
| 19/07/2025 | I am testing the attacking animation and player detection of the enemy | Expected |  | The mushroom enemy will face the direction of the player and attack | The mushroom did not face the player and attacked. It faced the current position it was travelling and attacked. | This was fixed by removing the absolute value and gaining the raw x value of the distance between the player and the enemy. Since the distance between them is calculated in relative from the player’s x position – enemy’s x position, I made it so when the distance is a negative number (less than zero) then then the enemy will face left vice versa. |
| 19/07/2025 | I am testing whether the enemy faces the correct direction of the player | Invalid |  | The mushroom will face the direction of the player | The mushroom faced the direction of the player even when the player was beyond its boundaries. For example, when it was moving right, it was facing left | This was fixed by logically making a diagram first and coding the enemy. The enemy was looking at the player because there were no limitations where the code for direction turning would execute. Therefore, this code must only play when the player is within the patrolling boundaries of the enemy. So an if statement confirming whether the player was in its boundaries was coded in. |
| 30/07/2025 | I am testing the boundaries of the enemy so that it will not go beyond the boundaries | Boundaries |  | The mushroom will not patrol beyond the given boundaries | Mushroom enemy stayed within its limits | N/A |

A diagram of a game

AI-generated content may be incorrect.

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| Collision Function | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 19/07/2025 | I am testing whether the game can detect collisions between player and enemy | Expected |  | When the player and the enemy collide, a text will appear saying collisions detected | When the player and enemy collided, the game crashed | The code for displaying text when collision has occurred was using the wrong variable name of self.sprite\_list instead of player\_list |
| 19/07/2025 | I am testing the collision between the player and the enemy | Expected |  | When the player and the enemy collide, a text will appear saying collision detected | The enemy stopped too early for the game to display the collision text, but the attack animation played | The animation was played when the absolute distance between the player and the enemy was 80. However, this distance was too large for the collision detection therefore the distance where the attack animation played was reduced |
| 19/07/2025 |  |  |  |  |  |  |
| 20/07/2025 | I am testing the collision make the player take damage | Expected |  | When the mushroom attacks, it will reduce the player’s health by 1 | When the mushroom enemy collided with the player, it took away 2 health points even though it should only take away one | This was because the attack animation was looping which meant that the player did not have an invulnerability timer in which the enemy could take away two health. This was fixed by coding an invulnerability period for one second where the player cannot take any damage after getting hit. |
| 20/07/2025 | I am testing that the attack will play during a certain frame of the attacking frames. | Expected |  | The mushroom will deal damage during a specific frame | The mushroom dealt damage to the player on frame 1, rather than frame 6 where the attacking frame is shown. | This was fixed by adding a current frame variable and the attack function will only play when the current frame is 5. |

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| Player Attacking | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 20/7/2025 | I am testing when the player attacks the enemy the enemy will take damage | Expected |  | The enemy will take damage when the player hits | The enemy instantly died | This was fixed as I accidently had two self.health values where one was to 3 and one was set to 10. I have removed the one set to 3. |
| 20/07/2025 | I am testing when the player attacks the enemy the enemy will take damage | Expected |  | The enemy will take 1 damage when the player hits | The enemy took 4 damage | This was fixed as I had two methods that both worked simultaneously which amounted to the attack adding up to 4. However, this wasn’t the fix as I had to add an If statement which confirmed whether the player had attacked yet. |
| 20/07/2025 | I am testing whether the take damage animation plays when the player attacks the enemy | Expected |  | The take damage animation will play when the player attacks the enemy | The take animation played significantly after the enemy took damage. | I re structured my code so that the method that detects whether the enemy has been hit goes first so that this animation is priotized over any other animation |
| 20/07/2025 | I am testing that the player hits the enemy well with animation and health functions working properly | Expected |  | When the player hits the enemy, the enemy will display a take damage animation and have its health bar reduced by one | The enemy went right on the player and the hits were not registering | Fixed by adding a self.takedamage = True |
| 30/07/2025 | I am testing whether at the boundary of the sword hitbox the attack will still work | Boundary |  | When the player it’s the enemy at the boundary, it will hit the enemy | The enemy was hit | N/A |
| 30/07/2025 | I am testing whether the sword will hit outside of its hitbox range | Invalid |  | When the player attacks beyond the sword hit box range it will not be able to hit the enemy | The enemy was not hit | N/A |

*Continue the same format for all functions and features*

**FEEDBACK**

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| **Date** | **Name** | **Feedback** |
| 22/07/2025 | Jesse | Fix the arrow keys and WASD that doesn’t register if you alternate between them fast. Also the enemy sometimes glitches |
| 22/07/2025 | Silver | For the background it would be nice if you added some parallax to it |
| 22/07/2025 | Kabir | Good game good graphics add some more stuff to the levels |
| 22/07/2025 | Family Member | The jumping distance is a bit short. Increase that slightly |
| 22/07/2025 | Patrick | Walking seems a bit too slow and the enemies chasing you is way too fast |
| 22/07/2025 | Family Member | It looks good nice graphics |
| 22/07/2025 | Jayden | I think the player has too much health. |
| 22/07/2025 | Ishan | Try adding a timer like my game |

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| **Changes Made** |
| I have changed the WASD so it doesn’t directly use the arcade library rather it uses the True or False commands |
| I will consider adding some parallax but it will be difficult to code therefore I will first focus on the essential aspects of the game first. |
| I have added more decorations and spikes to the levels so that the levels are more interactive and entertaining I have added things such as rocks, grass, spikes, lamp, sign, and even a deco rational shop. |
| I have increased jump by increasing the constant at the top which increases the jump\_speed this ensures that the player will jump a bit higher making the player movement seem more natural and easy to control for the user |
| I have increased running speed by increasing MOVMENT\_SPEED = 5 this makes it so that the running animation and the player movement speed seems synced so that the overall game play looks smooth |
| I have decreased player health to 5 which I forgot to change initially from 10 for testing purposes. This was my oversight when asking users to play test my game |
| I will consider adding a timer however it is not necessary at the moment. |

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| Map Boundaries | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 24/07/2025 | Whether the map boundaries work | Boundaries |  | When player collides with map boundaries, the player will die | The player died when crossing map boundaries | N/A As copied the same code as the spikes |

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| --- | --- | --- | --- | --- | --- | --- |
| Moving Platforms | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 27/07/2025 | I am testing whether the player can go on the moving platforms | Expected |  | The player will be able to jump on the moving platforms | The moving platform didn’t even move | This was fixed through adding the change\_x as a property in the tile file |
| 27/07/2025 | I am testing whether the player can jump on the moving platforms | Expected |  | The player will be able to go on top of the moving platforms | Although the platform was moving, the player phased through the moving platforms | I accidently added two physics engines and the one that didn’t have the moving platforms was placed first thus it over ridded the moving platform physics. This was also due to some weird reason about the boundaries not working when its too close |
| 27/07/2025 | I am testing whether the player can jump on the moving platforms | Expected |  | The player will be able to go on top of the moving platforms | Although the platform was moving, the player was drifting when the platform changed direction and fell at the boundaries | This will be a feature as player’s will be able to slide off slightly making the game slightly more difficult |
| 30/07/2025 | I am testing whether the moving platforms actually move according to their boundaries | Boundary |  | The moving platforms will not move beyond their boundaries | The platform did not move beyond its boundaries | N/A |

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| **Date** | **Name** | Feedback | Changes Made |
| 28/07/2025 | Patrick | I like the attack speed of my character and the enemy, which was appropriate. However it could be better if you have more diverse sound and score system | I have added sound effects so that the game is more interactive. The sound effects are “Game over” “Take Damage (for both player and enemy)” “Jump” and “Sword Slash” I will consider adding a score system |
| 28/07/2025 | Chris | Make the WASD controls more better so if one key is pressed than the other it works. | Although I had already implemented this, I didn’t consider if both keys are pressed at the same time . So I changed character movement using the logic of “True” and “False” statements to ensure smooth player movement. Thus when a user presses one key, the player movement or change is set to true and when the user presses both keys at the same time, the player does not move. |
| 28/07/2025 | Marco | Very good game I think that you should make some of the jumps a bit shorter to make it slightly easier. | I have added a new block that makes the jumps a bit more easier  Before:    After: |
| 28/07/2025 | Laurence | Very good game, but WHERE’S THE CHECKPOINTSS ☹and please add sounds because it is boring. THIS SHOULD BE SOLD TO EPIC GAMESSSS. | Instead of adding checkpoints, I have made the game easier to play such as adding this very useful ledge instead of just one block where the player is standing |
| 28/07/2025 | Archer | Checkpoints, first level easier | Personally, I found the game very easy to complete but that comes with bias as I am the one that created the maps. So instead of adding checkpoints, I have made the game easier to play by adding blocks to jumps that must be timed perfectly to achieve. |

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| Adding Sound | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 29/07/2025 | I am testing whether the jump sound works | Expected |  | The jump animation will play when the player jumps | The jump animation did play however, when the user spammed the jump key even in mid-air, the jump sound was played multiple times | This was fixed by putting the arcade.play\_sound after the  If self.physics\_engine.can\_jump()  So that the jump sound will only play when the player jumps |
| 29/07/2025 | I am testing when the enemy takes damage, the damage sound will play | Expected |  | The enemy when hit will play a hit sound | The hit sound did not play | I forgot to add game view into the Enemy class thus I added  Game\_view  Self.game\_view = game\_view  Game\_view = self |
| 29/07/2025 | I am testing the sword swing sound effect | Expected |  | The sword sound effect will play | The sword sound effect did play | N/A |
| 29/05/2025 | I am testing the take damage sound effect of the player | Expected |  | When the player takes damage, the sound effect will play | The sound effect did play | N/A |
| 29/05/2025 | I am testing when the enemy takes damage, the damage sound will play | Expected |  | The enemy when hit will play a hit sound | The sound effect did play | N/A |
| 29/05/2025 | I am testing whether the sword sound will play when the player jumps | Invalid |  | The sword sound will not play | The sound effect did play | This was changed by putting the sword sound come up only when self.is\_attacking is set to True |
| 29/05/2025 | I am testing whether the sword sound will play when the player is dead | Invalid |  | The sword sound will not play | The sword sound did play | if self.player\_sprite.is\_dead:              return  Added this so that if the player is dead the sound doesn’t play |
| 30/05/2025 | I am testing whether the jump sound plays when the player is dead | Invalid |  | The jump sound will not play | The jump sound did play | if self.player\_sprite.is\_dead:              return  Added this so that if the player is dead the sound doesn’t play |

**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 |
| 28/07/2025 | Overall game |  |  |  | Use can move player while dead | Added if player is not dead, then when the user presses the keys the character will move however if the character is dead, the keys for movement will not work |
| 28/07/2025 | Overall player movement and the death animation plays correctly so everything works well together | Expected |  | Every single aspect of the player will work accordingly such as attack, death, jump and run | The player could jump while dead | I prevented movement during attacks by modifying the on update so that when the player is not attacking or is dead the movement will be allowed |
| 28/07/2025 | I am testing the player movements and attack such as jumping and attacking | Invalid |  | When the player jumps and attacks, the jump will be first and the attack won’t do anything | The player fell down slowly after attacking mid air | When the player jumped the attack animation could be played which somehow made the player fall down slower. This was changed so that the user can only attack when its on the ground. |
| 30/07/2025 | I am testing player moves left with A or left arrow key | Valid |  | When the keys are pressed the player will move left | The player did move left | N/A |
| 30/07/2025 | I am testing whether the player moves right with D or right arrow key | Valid |  | When the keys are pressed the player will move right | The player did move right | N/A |
| 30/07/2025 | I am testing whether the player jumps with W or Up arrow key when on the ground | Valid |  | When the keys are pressed the player will jump up | The player did jump up | N/A |
| 31/07/2025 | I am testing that the player cannot jump while in mid air | Valid |  | When the player jumps it will not able to jump again | The player did not jump after already jumping | N/A |
| 31/07/2025 | I am testing that the player falls due to gravity physics engine when it isn’t on a platform | Valid |  | When the player moves off a platform the player will fall due to gravity | The player did fall | N/A |
| 31/07/2025 | I am testing if the player stops moving after now arrow key or wasd have been pressed after a long time | Valid |  | When the movement keys are released, the player will not move | The player did not move after the movement keys were released | N/A |
| 31/07/2025 | I am testing when the player collides through the walls in the middle of the map it will not pass through them | Valid |  | When the player moves towards a wall, it will not pass through them | As expected, the player did not pass through the walls due to the walls being made of the “Ground” layer in tiled | N/A |
| 31/07/2025 | I am testing whether the player lands smoothly on moving platforms | Valid |  | When the player jumps on a moving platform, it will not exhibit any strange behaviour such as phasing through the moving platforms | As expected, the player did not pass through the moving platforms and smoothly landed on the moving platforms | N/A |
| 31/07/2025 | I am testing whether the player moves with the moving platforms while standing on them | Valid |  | The player will move in sync with the moving platform but with slight friction | As expected, the player moved in sync with the moving platforms | N/A |
| 31/07/2025 | I am testing that the player cannot move outside the left edge of the map level 1 | Boundary |  | The player will not be abler to move left on the edge of the map in level 1 | The player did could not move left at the edge of the map in level 1 | N/A |
| 31/07/2025 | I am testing that the player cannot move outside the left edge of the map in level 2 | Boundary |  | The player will not be able to move left on the edge of the map in level 2 | The player did move beyond the edge of the map in level 2 | I accidently placed the edge of the map blocks in background platforms in which the player could just phase through. Therefore, I changed this to the grounds |
| 31/07/2025 | I am testing that the player cannot move outside the left edge of the map in level 3 | Boundary |  | The player will not be able to move left on the edge of the map in level 3 | The player did not move beyond the edge of the map in level 3 | N/A |
| 31/07/2025 | I am testing that the player cannot fall through holes infinitely and dies when falling into the void | Boundary |  | The player will die when falling into the void | In all instances where void deaths were possible in level 2 and 3 the boundary layer did make the player die | N/A |
| 31/07/2025 | I am testing that the player cannot get stuck when colliding with the corners of the platform | Boundary |  | The player will be able to move normally even after colliding with the corners of the platform | The player did normally move even after colliding with the corners of the platform | N/A |
| 31/07/2025 | I am testing if the player clips through walls if spamming movement keys | Invalid |  | The player will not able to clip through walls | The player did not clip through walls | N/A |
| 31/07/2025 | I amt testing if the player gets stuck in moving platforms | Invalid |  | The player will not get stuck in moving platforms | As expected the player did not get stuck | N/A |
| 31/07/2025 | I am testing if the player jumps infinitely if rapidly pressing the jump key | Invalid |  | The player will not jump infinitely | The player did not jump infinitely | N/A |
| 31/07/2025 | I am testing if the player moves abnormally fast if holding multiple movement keys | Invalid |  | The player will not increase movement or change anything to the speed | The player speed did not change furthermore, when more than two movement keys were pressed, as expected the player just stopped | n/a |
| Same date continues on wards… | I am testing that the player attacks with the space key | Valid |  | The player will attack with the space key and the animation will play correctly | Everything worked fine | n/a |
|  | I am testing whether the enemy takes damage when hit by the player’s attack | Valid |  | The player will hit the enemy and the hit will register due to the player’s attack | Everything worked fine | n/a |
|  | I am testing that the player deals damage only on the correct attack frame | Valid |  | The player will hit the enemy on the correct tattack frame | Everything works fine | n/a |
|  | I am testing that the player can attack enemies at its maximum range | Boundary |  | The player will hit the enemy at the maximum range | Everything works fine | n/a |
|  | I am testing if the player cannot attack while dead | Invalid |  | The player will not be able to hit the enemy while dead | The player will did not hit the enemy. | n/a |
|  | I am testing that the player takes damage when hit by an enemy or dies when collision with spike | Valid |  | The player will die when it is hit by a spike or take damage when hit by an enemy | The player did die when hit by a spike or the enemy dealt damage | n/a |
|  | I am testing if the game over screen when player health reaches zero shows accordingly | Valid |  | When the player dies the game over screen will show | The game over screen did show | n/a |
|  | I am testing if the player takes damage if they are invulnerable | Boundary |  | When the player is hit it won’t take damage again for a second | The player did not take any damage | n/a |
|  | I am testing whether the player health goes negative | Invalid |  | When the player gets 2 attack damage at 1/5 health, the healthbar will still show 0/5 | Works as expected | n/a |
|  | I am testing that the enemy patrols between left and right boundaries | Valid |  | The enemy will patrol left and right boundaries | Works as expected | n/a |
|  | I am testing that the enemy attacks the player when in range of the boundaries | Valid |  | The enemy will attack the player when the player goes int the boundaries | Works as expected and enemy attacks | n/a |
|  | I am testing if the enemy does not patrol beyond left and right boundaries | Boundary |  | The enemy will patrol the other direction when reaching the boundary. | Works expected | n/a |
|  | I am testing whether the enemy will attack if the player is slightly out of its boundaries | Boundary |  | The enemy will not attack since the player is slightly out of the boundary | Works as expected enemy did not attack | n/a |
|  | I am testing if the player advances to the next level when reaching the finish | Valid |  | The player will advance to the next level when colliding with the “Finish” object layer | The level advanced as expected | n/a |
|  | I am testing if the game loads level properly from level 1, level 2 to level 3 | Valid |  | The level will load to the correct level  Level 1🡪 Level 2 🡪 level 3 | The levels advanced in proper order | n/a |
|  | I am testing if the end screen appears after completing level 3 | Valid |  | At the end of level 3, the end screen will appear | The end screen appeared after completing level 3 | n/a |
|  | I am testing if the player respawns correctly after death | Valid |  | The player will respawn at the start of the level that they were on after death | The player did respawn at the start of the level that they were on after death | n/a |
|  | I am testing if the start screen appears on launch | Valid |  | The start screen, when the program is run, will appear when the game is launched | The start screen did launch. | n/a |
|  | I am testing if the game starts when any key is pressed | Valid |  | The game will start when any key is pressed | The game started when any key was pressed | n/a |
|  | I am testing if the game over screen appears and works correctly such as restart and qui options | Valid |  | When R is pressed the game will restart, when Q is pressed the game will quit | Works as intended | n/a |
|  | I am testing if UI elements do not overlap at different monitor resolutions | Valid |  | When the game starts there won’t be any UI bugs | I have tested this using a larger pc in DTP and the UI loaded fine | n/a |
|  | I am testing whether the game does not respond to key presses on the start screen | Invalid |  | The game screen will ALWAYS load no matter which key | Works as intended | n/a |
|  | I am testing whether the game over screen appears if the player dies mid attack | Invalid |  | The attack will not even play | The attack could not play as the death animation is priortised | n/a |
|  | I am testing if all the sounds play correctly such as jump, attack, hit death sound all play without any glitches or audio bugs | Valid |  | All the audio will play correctly | The audio all played correctly | n/a |
|  | I am testing if the sound does not overlap excessively especially with the sword | Valid |  | The sword sound will play accordingly without any issues | The sword audio even when spammed sound good | n/a |
|  | I am testing if the game runs smoothly at 60fps with no crashes during normal game play | Valid |  | The game will play normally | The game did play normally and played normally | n/a |