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 |  |  |
| 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 |  |
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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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