Testing and Implementation

|  |  |
| --- | --- |
| Test Case | Result |
| * lags sometimes | This is because it’s a gif |
| * a heart is loss to quickly even when I hit the enemy | This was due to overlap of vampires or they were on top of each other. This is now fixed |
| * when hit the wall player bounces of | This was a feature in the game called a concussion. It didn’t look like one so I added stars’ gif to look like the player is dizzy. |
| * Player randomly dying for no reason | This was cause because some of the vampire weren’t dead yet but the picture was not there. This is because the gif flickered a lot causing the gif to disappear |