

#	Item	Test	Expected Result	Actual Result	Comments	Date of Last Test	Key	
1	Player Movement	Does the player move in the direction you're facing, when pushing forward on the joy stick?	The player moves forward regardless of which way the player is facing	As expected		4/2/19		The ID number of this item and test pair
2	Player Rotation	Does the player rotate when the right analog stick is moved on the X-axis?	The player rotates right or left based on the input from the analog stick.	As expected		4/2/19		The piece of functionality to be tested
3	Player Interaction	Does the player correctly pick up items?	The player picks up items which have the 'interactable' and 'grab object' script enabled.	As expected		4/2/19		The test performed on this item.
4	Player interaction	Can the player throw items?	If the item has the 'interactable' and 'throwable' script enabled, the player can throw the object as expected in normal, earthlike physics.	As expected		4/2/19		The result that is expected for this item and test
5	Day Night Cycler	Does the time of day change from day to night or night to day from the editor window?	the time changes from day to night or night to day on button click	As Expected				The actual result of performing this test on this item. Write as "As expected" if the same as the expected result. If the actual result is not as expected, fix the issue with the item, rerun the test, and then add a comment summarising the issue that caused the discrepancy and how it was resolved. Finally, write "As expected after fix (see comments)".
6	Day Night Cycler	Does the time of day change from day to night or night to day from UI events?	Time of day changes	As expected				Any comments on the result of running this test on this item. If no comments, write "N/A".
7	Day/Night Cycler	Does the time of day change from in-game events? e.g physical button presses	Time of day changes	As expected	This works, but as a result I've noticed some weird lagging with the controller when moving - This wasn't happening when I changed the movement system, so I'm a little uncertain as to why this has occurred. Furthermore, the way you press buttons isn't that smooth and while it works fine, it needs to be refined.			The data on which this test was last performed on this item. Date format is dd-mm-yyyy.
8	Building a Skeleton body - Snap Points	does the applicable part snap to the correct point?	applicable part snaps to the correct point. e.g. head part attaches to head point.	as expected				The name of the person who last performed this test on this item. Name format is Last-Name, First-Name.
9	building a skeleton - snap points	does the part scale correctly?	applicable part keeps local scale	did not work as expected - easily fixed by calculating local scale before detaching and setting the parent gameobject.				
10	building a skeleton - creating the body	does the body only get created when all body parts snapped?	body only gets created when all body parts are snapped	worked as expected from hands; inventory required a change to how it worked				
11	building a skeleton - creating a body	does the body take into account class type of part?	the final instantiated body should be based on the types of parts that were added to the body before creation e.g more parts of a knight type should create a knight	as expected				
12	inventory system - pickup	does the inventory only pick up items which have the pickup able tag?	only items with pickable tag should be able to be in the inventory	as expected	will likely change this to using a check for a script instead so I can use the tag for something else			

13	inventory system - detach	does the item get removed from the inventory on exit?	item removed from inventory on exit	as expected				
14	Stats System	Does the characters stats correctly get initialized when being created?	Character stats initialized within a range specific to their class.	As expected.				
15	Stats System	Do the stats correctly get derived from attributes?	Character stats derived from attributes are correct for their class.	As expected.	This may get changed to using an inheritance based system similar to work I've done previously as I'd planned, however it appeared to have considerable code relap and it was more readable to have it in a single script, though this limits expandability.			
16	Stats System	Does the character take damage?	Character takes damage from events, tested from within the unity editor using keycodes. This was also tested using multiple types of damage, e.g world, physical or magical.	As expected.				
17	Stats System	Do different types of resistance work correctly?	Character takes into account the type of resistance that is valid for the type of damage.	As expected.				
18	Stats System	Does the character die?	When the character loses all health, they should die (Be set to inactive.)	As expected				
19	Grave System - Global Manager	Does the manager correctly create a body part with an assigned class and type?	When the manager spawns a body part, e.g a knights right arm, it should change the name of the body part to Body Part: Right Arm Class: Knight, or similar. Furthermore, the body part should also be created with the body part script, with the correctly set enums.	As expected				
20	Grave System - Global Manager	Does the manager correctly assign text to graves based on the type of body part stored within?	When the manager spawns a body part, it should assign a text value to the gravestone associated with it. For example, the gravestone associated with a Knights right arm, should have the text 'Knight' assigned to it.	As expected				
21	Grave System - Grave	Does the grave correctly create its own body part?	When the scene begins, the grave should spawn a body part inside of it. This is handled by the manager, however is a grave specific method.	as expected				
22	Grave System - Grave	Does the grave assign valid components?	The body part needs to have several components; e.g the BodyPart component, Interactable, Throwable and Rigidbody components. These should be assigned when its instantiated.	As expected				
23	Grave System - Grave	Does the grave take damage?	The grave should take damage from any source coming into collision with it that has the weapon script attached, according to the weapon scripts damage value. This was also tested	As expected.				
24	Grave System - Grave	Does the grave die?	When the graves health hits 0, it should be set to inactive and the body part should be visible.	As expected				

25	Grave System - Gravestone	Does the gravestone set its own text	This may seem a little unnecessary since it could be handled by the manager, but for the sake is consistency I created a gravestone script which the manager calls for each gravestone, and this is where the graves text is set.	As expected				
26	Dialogue System - Speaking	Does the units text get added to the canvas?	The units text is added to the canvas.	As expected				
27	Navigation System - Navigation	Do each of the points line up?	Each of the points should have a line between them to visibly show path.	As expected				
28	Navigation System - movement	Can a character move between each point?	A character should move between each point.	As expected				
29	Navigation System - Movement	Does a character check for points of interest?	A character should see points of interest, such as enemies, and move to attack.	As expected				
30	Navigation System - Movement	Does the character move back to the waypoint correctly?	The character should move back to its target index.	As expected				
31	Navigation System - Movement	Does the character stop at the end of the system?	The character should stop.	As expected				
32	Navigation System - Movement	What happens if you overload the path with too many units?	The characters should ideally move around one another, but this has not been created, so it should break.	As expected	Due to no real pathfinding, units will start to choke and not be able to move. This only happened with upwards of thirty units all spawned at the same time. This could easily be fixed by removing them from the same collision matrix.			
33	Navigation System - Movement	Does the character move between states correctly?	Character should move between each waypoint.	As expected				
	Navigation System - Movement	Do the points get sorted correctly?	Waypoints should be sorted via distance to start node.	As expected, but see notes	Yes, but this may lead to an undesirable effect - If the third or fourth point in the sequence was closer to the start point than the second point, it would be sorted before the other points.			
34	Character Stats - Attributes	Do the attributes get set correctly?	Attributes should be set to a random range depending on class.	As expected				
35	Character Stats - Stats	Do the stats get correctly derived from attributes?	Stats should be set to a random range depending on class.	As expected				
36	Character Stats - Resistance	Does combat damage get scaled correctly with resistance?	Combat damage should be scaled down with higher resistance.	As expected				
37	Character Stats - Movement	Does the characters movement speed get correctly applied to navigation system?	Character movement speed should make movement faster.	As expected				
38	Character Stats - Combat	Do characters die correctly?	Characters should disappear on death.	As expected				
39	XML Integration - Graves	Do grave titles get named correctly?	Grave titles should be named according to the schema in XML file.	As expected				
40	XML Integration - Dialogue	Do sentences get set correctly based on xml file?	Sentences should be named based on schema in XML file.	As expected.				
41	XML - Reading	Does data get read correctly?	This should return the correct data for each query.	As expected.				
42	Tower Defence Start	Do units correctly get summoned?	This should create a unit for each unit within the player inventory.	As expected.				
43	Tower Defence Start	Decide which units will defend the city	Decide which units should be used for tower defence and create them.	As expected.				
44	Tower Defence	Move enemies to waypoints within the city	The enemies should start at waypoints starting from the last one, moving closer to the player start.	As expected.				

45	Lighting	Make point lights start at a random point within their rotation to infer natural lighting	The point lights should flicker randomly.	As expected.				
46	Main Menu - Potion interaction	Do potions onpotionactivate occur correctly	The OnPotionActivate should occur when a potion is dropped into the cauldron.	As expected.				
47	Main Menu - Potion effects	Do potions correctly use their effects	The potions individual effects should activate, rather than the base class.	As expected.				
48	Misc - Enable and Disable	Do GameObjects correctly get their state changed when the time of day changes	The GameObjects should change their state based on the time of day.	As expected.				
49	Misc - PlayerSelector	On input button, does the player change between VR camera and a fallback camera?	The fallback camera and the vr camera should alternate whenever the input is pressed.	As expected.				
50	Misc - StatbarGUI	Does the stat bar always follow the player character?	The stat bar should always look towards the player character	As expected.				
51	Misc - RotateForever	Does the object rotate at the set speed?	Object rotates at the speed set within the inspector.	As expected.				
52	Misc - TeleportToArea	Does the player correctly teleport to the predetermined area?	Player GameObject has its character controller disabled temporarily, moved to an area, then enabled.	As Expected.				
53	Misc - TeleportToArea	Does the sound correctly get played on teleport?	Chosen sound should play, if assigned, on teleport.	As expected.				
54	Misc - Skybox rotation	Does the skybox continually rotate based on the value set in the inspector?	The skybox should rotate indefinitely.	As expected.				
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