Testing and Debugging Tables – use as needed – add rows if more space is needed

* You are communicating your programming work flow
* Log the syntax errors, and the logical errors you are fixing
* When testing, think about what the user will do when interacting with your game

| **Date** | **Snapshot of Code** | **Snapshot of Error (syntax or logical)** | **Snapshot of Fixed Code** | **Explanation of Fix (include error name)** |
| --- | --- | --- | --- | --- |
| **10/03/2025** |  | Pressing spacebar does not behave like a jump because I have to hold down space to go up |  | Used the keydown event instead of key get pressed so it gets a single input instead of a constant hold |
| **10/03/2025** |  | Pressing spacebar instantly teleports player up, there is no jumping motion. |  | Code would stop on the while loop until it is finished, meaning that when the display refreshed, the player would instantly be moved to the peak of the jump. This was fixed by moving the jump into the main game loop. |
| **14/03/2025** |  | User cannot close game while intro messages are playing |  | Fixed by having the intro messages run on a timer in a game loop with the quit event. |
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| **Test Input (test case)** | **Expected Output** | **Actual Output** | **Fix Needed?** |
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| *expected input* |  |  |  |
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|  |  |  |  |
| *boundary input* |  |  |  |
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|  |  |  |  |
| *invalid/unexpected/unusual input* |  |  |  |
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