

(a)

The game's testing consisted of making sure the player couldn't step out of bounds and making sure the battles were functioning, and had to make sure it was giving correct outputs with inputs. Making sure room generation was guaranteed each time happened next; ensuring that the next room would generate correctly when the player steps through the door. Next was making sure that the room generation was random, making sure the door and player spawned in the same location in every level.

(b)

The game initially did not work at all. At first we wanted to be able to display just the board. After that we wanted to be able to move around the room without being able to move outside of the bounds. Next was the interaction between a player and an object on the board. After that we wanted to work on the battle between a player and a monster. Finally we wanted to make sure the leveling system was balanced.

(c)

At first the game would not register a power-up correctly, this was fixed by ensuring that the position of the player was checked and not just the item registered on the ground. The next problem was Making sure that at the end of the battle the monster would disappear and the player awarded xp, this was solved by making sure to redraw the game board after a battle concluded and an addition in code. There were problems checking if the player had leveled up or not, this was fixed by making sure that the references to the object and to the level up function were correct.