

## Test-Driven Development

### Sebastian Lor - Developing a separate level

- Planned Fourth Wall (wall clipping)
- Planned Moving Platforms with Pause Menu Focus
- End of Level Transition

Part of Level	Method and Explanation	Test	Test	
Scene	Create Scene then Run Scene in Editor	Passed		
Player	Reuse Player Model	Passed		
	Player Controls and Camera	Passed		
Platforms	Create Platforms and Player can stand on	Passed		
	Add Script to some platforms and make them moving platforms	Failed	Passed	
	Modify Script to make sure the player sticks to platform Use parenting to make their transformations combine	Failed	Failed	
	Pause Menu stops the platform	Failed	Failed	

### Quintin Tookes

Part of Level	Method and Explanation	Test	Test
Door	Able to open and close door	Passed	
Ball	Ball reacts to physics and is able to be picked up	Passed	
Player	Player is able to pick up objects that are grabbable	Passed	
	Player is able to see dialogue, along with pressing through for more dialogue	Passed	
	Player is able to infinitely jump on a box	Passed	
	Player is able to move the object in any direction	Passed	
Cannon	Able to shoot objects that inhibit the players	Failed	Passed

Text Triggers	Abe to trigger text for the narrator to further story and give hints to player	Passed	
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John Garcia

Part of Level	Method and Explanation	Test	Test
Scene	Create Sample Scene and Run in editor	Passed	
Player	Reuse Player model	Passed	
Platform	Platform is able to hold player	Passed	
MovingPlatform	Platform moves in with random spawn locations	Passed	
Platform Matching	Player stands on moving platform and gets carried by it	Failed	
Collectibles	Player is able to get collectibles to disappear as it walks through them	Failed	

Zachary Davey

Part of Level	Method and Explanation	Test	Test
Player	Player controls: move	Passed	
	Player controls: jump	Passed	
Checkpoints	Player respawns at spawn point when falling past certain distance	Passed	
	Player's spawn point changed when passing through invisible checkpoint	Passed	
	Checkpoints are reset when resetting level	Passed	
	After resetting level, respawn system still works	Failed	Passed