# 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<br>Use parenting to make their transformations combine | Failed | Failed | |
| | Pause Menu stops the platform | Failed | Failed | |

Quitin Tookes

| Part of Level | Method and Explanation | Test | Test |
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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 | |
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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 |
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