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GSP 360 – The Starkas Project

Gnomeland Security

**Play Testing Document**

Plan

- Test each of the 4 weapon modes

- Test pause during various instances of the game

-Test player ship movement and bounds within gameplay screen, as well as collision with objects

-Test interface to increase stats, and ensure stats increase accordingly and make the proper effects on the screen, for instance, agility increases movement speed

-Test controls during intro and game over

-Ensure player can only shoot max of 3 bullets at one time during gameplay

-Ensure movement, such as strafe and reverse turn, work correctly through play

-Appropriate sounds play at proper moments

Result

* The DS testing plays well, runs smoother than one of the testing desktops.
* The score flicker text does not happen on DS.
* Memory limit reached. Reduction needed for any BG music to be added.