Test Documentation:

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| Date | Description | Output |
| 1/31 | Testing Platformer Movement | Movement with arrow keys works, Jumping is slightly slow, Basic platform collision works |
| 1/31 | Testing Platformer Animation/Hitboxes | Punch animation plays when down arrow pressed, enemy alien takes knockback and hit registered |
| 2/1 | Testing Flappy Bird Minigame | Ship Moves up with space bar and down with gravity, clips through obstacles, sometimes instantly dies |
| 2/1 | Testing Updated Flappy Bird Minigame | Ship consistently dies when colliding with obstacle, is fine when this is avoided |
| 2/20 | Testing Shop Selection | Clicking an item in the shop selects it, name of item and player balance are displayed |
| 2/20 | Testing Updated Platformer Hitboxes | Alien hitbox small and accurate, punch only applies to entities directly in front of Player, Player flips left and right properly |
| 2/20 | Testing Platforms | Player is able to jump through platforms upwards and collide downwards |
| 2/20 | Testing Shop + Inventory | Ensuring that the when an item is bought, it populates in the inventory |
| 2/20 | Testing Updated Shop + Inventory | Ensuring that total inventory space cannot exceed the maximum storage space -> gives error message |
| 2/20 | Testing Ship Selection | Red Squares misaligned, Info Not centered in box |
| 2/21 | Testing Updated Ship Selection | UI Fixed , back end looks good and updates all static variables |
| 2/21 | Testing Special Items in Shop | Special items specific to a given |
| 2/21 | Testing item descriptions in Shop | Assessing if the correct description shows up based on which item you have selected |
| 2/22 | Testing Rocket Boots in Platformer | Double jump ability is working and is enabled only when the rocket boots are bought |
| 2/22 | Testing Scrollable Map | Map moves (animation) at a constant pace so that player can get through the entire series without missing any important details |
| 2/22 | Testing Updated Scrollable Map | Making sure the x-values line up according to each of the stops |
| 2/23 | Testing Updated Scrollable Map | Image loads and resizes to desired amount without stretching |
| 2/23 | Testing Bound Detection in Map | Making sure that the bounds for each of the stops are large enough for the user, end card is detected |
| 2/24 | Testing Pause | Inventory Shows proper screen with all variables |
| 2/24 | Testing Forced Encounters | Encounters detected and started at proper locations |
| 2/24 | Testing Platformer transition | Tested scene switch back to campaign through static screens – worked fine |
| 2/24 | Testing Dialogue | Dialogue started at correct locations, Dialogue also updates on click |
| 2/24 | Testing Updated Dialogue | Added two new dialogue encounters |
| 2/24 | Testing Music | Music played on startup and loops for the whole game |
| 2/24 | Testing Menu | Menu Buttons go to proper screens |