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| Date | Type of test | What is tested | How was it tested | Expected result | Result I got | How was it fixed |
| 26/03/2024 | expected | I wanted to create a background filled with black colour | I wrote the code in my main Python file and ran the code | Was a black background | I have a black background | No need to make a change |
| 26/03/2024 | expected | I wanted a add the character (samurai) | I added the character scaling image source and coordinates to the previously made code. | Was a character on the black screen | There was a samurai on the coordinates I put on the code. | No need to make a change |
| 26/03/2024 |  | Started working on the three stages of the game | | | | |
| 27/03/2024 | expected | Added all the tilesets to the tiled | I created separate folders for each of the tile sets put my all-downloaded images and created maps. | Was a three 3 empty maps in tiled | I got the result I wanted | There was not any need to make any changes. |
| 30/03/2024 |  | Designed all three maps for the game. | | | | |
| 30/03/2024 | boundary | Added ladders for my game | Code was written and deployed the code | Was character moving up and down on the ladder | Game crashed before it started. Anything did not load at all | As the first error, there was no ladder layer for the 2nd and 3rd maps. So I had to make ladder layer for those maps, and I had to put ladders on that layer. Even after that, the game was not started. I end up getting errors like below.  A black background with white text  Description automatically generated  The reason for this error was the name I used in the tiled and name I put in my code were different. So I had to make those name the same. Afterwards, the function of the ladders started to work. |
| 30/03/2024 | expected | Added don’t touch layer for the code | Added to the tiled and the code as a layer | Was to the character should go back to the starting point when the touch the layer | It was worked perfectly | No need to make a any change |
| 03/04/2024 | invalid | Image sequence for the animation | Added images to the folder and wrote the code with their location. | Expected result was code without an error | Did not work there was an error in main\_path | I put the wrong file location to the main\_path. Because of that the code did not work. After I entered the correct directory, code had run without an error |
| 03/04/2024 | invalid | Jumping and walking animations | I press the space bar while pressing the “D” button | Expected result was to see the running, jumping character with animations. | Did not work the code as expected. | A screenshot of a computer  Description automatically generated  After I have coded the running and jumping animation for my game, I ended up with a crashed game with above mentioned error.  By checking the error I have found that there is a problem in my update\_animation section    The amount of 10 was out of range. So I had to make it smaller. |
| 03/04/2024 | expected | Moving platforms and enemies | I moved the character bit and kept looking at the enemy and moving platform. | Expected the moving enemies and platforms | It worked nicely | Nothing to change |
| 03/04/2024 | expected | Added animations to enemies as mentioned in feedback. | Look at the enemies where they are situated | Expected enemies with moving animations. | It worked perfectly. | No change required. |
| 04/04/2024 | expected | Tested sound effects | Listen to sound effects that I put everywhere | Expected to here the all sound effects | Every sound effect worked perfectly. | No change required. |

Feedbacks

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| Student Name | Feedback I got |
| Faris | I really like your background in the game. And also I like the way that character moves. But this game will be more interesting if you add some animations for the jumping of the character and sound effects for the jumping. |
| Imesh | I really like the way you have used your moving platforms to make your character’s way to up and down of the map. |
| Shaluka | Your chosen objects for your character and enemies are so nice. But for more development, if you add some animations for the enemies it will have a really good impact on your game. |
| Sanula | This game was a nice game. I have a really good time while playing this game. |

The changes I have made from my feedback.

1. I have added sound effects an animation for the character. (evidence shown in testing)
2. I have added animation for the moving enemies. (evidence shown in testing)

License.

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| Assets that you might use | Licenses |
| Free green zone tile set pixel art | This tile set is free to use on under the site craftpix.net  Link is in below,  <https://craftpix.net/freebies/free-green-zone-tileset-pixel-art/> |
| Power station tile set pixel art | This tile set is free to use on under the site craftpix.net  Link is in below  <https://craftpix.net/freebies/power-station-free-tileset-pixel-art/> |
| Free exclusion zone tileset pixel art | This tile set is free to use on under the site craftpix.net  Link is in below  <https://craftpix.net/freebies/free-exclusion-zone-tileset-pixel-art/> |
| Free shinobi sprites pixel art | This character pack is free to use on under the site craftpix.net  Link is in below  <https://craftpix.net/freebies/free-shinobi-sprites-pixel-art/> |
| Pixel coins | This pixel coin pack is free to use on under the site itch.io  Link is in below,  <https://totuslotus.itch.io/pixel-coins> |
| Sound effects | I have used pixabay.com take my sound effects for my game. On that site we are able to download sound effects free and there is no any copy right issues.  Link is in below,  <https://pixabay.com/sound-effects/search/death/> |