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| I am going to test… | I will test it by… | What I expect to happen… | What actually happened… | How did I fix it |
| Correct and steady orbit for long periods of time | Leaving the project open for a long time | Nothing will change in the orbit | Expected |  |
| Correct orbiting for ship | Moving the ship object around different planets | The ship will go from planet to planet without any visual glitches | Sometimes when changing too fast it skips one and for one frame sets size to 0.7. | Changed so can only can move if not already moving |
| Correct drawing of sprites in state for Planet | changing game state | planets will be drawn in non-land state but not in land state | Expected |  |
| correct drawing loop for planet sprites | running the loop for planet sprites | there will be no sprite costume skipping and the animation will appear smooth | Skipping frame 1 due to error in code | Changed so self.i variable starts one lower than before |
| individual speed and movements for planet objects | changing speeds on just one to see if others are affected | changing one will only affect one | Expected |  |
| file location for planets sprites | running the game and seeing if an error shows up for invalid location | no error will come up and the correct location is set | All working except for Terra as I put wrong name in Planet.name | Changed name in Planet.name to match directory |
| time monitoring for planets individually | setting multiple timers for objects | making sure one isn’t influenced by the other | Expected |  |
| correct breeding and death for population | changing values manually to see affect | higher pollution, higher death, lower pollution, higher breeding | Expected |  |
| ship size monitoring correctly | print statement for ship.size | the ship size will be reset when in non-land state and get smaller when in land state | Expected |  |
| game state recognition | printing the game state | receiving the same game state as what is being shown visually | ship.state wasn’t correctly changing from land to orbit | changed by setting ship.state specifically after changing game state |
| global resource requirements | setting resources to value to see boundaries | the game will check what resources are available and deduct them as such | unexpected value for net resources | changing math around so correct value is achieved |
| correct game win/loss conditions | play the game and get over 75 population | the game will change to game win state | game would do win condition if population was 74 due to >= sign | changed >= 74 to >= 75 (boundary) |
| colour for net resource text | changing the net values of resources | if the net is – red, + green, or 0 yellow | unexpected value and colour due to math error | changed math around so it was have - need |
| detecting key presses | pressing keys that are programmed in and pressing keys that aren’t programmed in | only the keys that are programmed in will do something | unexpected for the first time a key is pressed only | had incorrect statement in def on key press which caused any key to set off the trigger (invalid) |
| changing sprites based on key presses | pressing a range of keys | only the key that I programmed in will cause a sprite change | Expected |  |
| testing for mouse movement in dropdown | move mouse in and around area where expected | the mouse movement will only trigger a response if in button dropdown | the range for the mouse was slightly outside of what shown on the screen | adjusted the boundaries slightly so that the area is smaller |
| button presses for right side of screen | click in and around area where expected | only areas that are expected will get response | the range was slightly larger than expected | changed to have smaller range |
| button presses for grid | click in and around area where expected | only areas that are expected will get response | Expected |  |
| recognition of correct tile in grid | click on tile and around tile boundaries | only tile that clicked will give response | the range was slightly larger than expected | changed to have smaller range |
| bottom button for solar system | click in and around area where expected | only areas that are expected will get response | Expected |  |