Features

V1: Character animation, lives and game basics

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| Test Date | Type of test | What did I test | What did I do to test it? | What did I expect to happen? | What actually happened | What I did to fix |
| 24/03 | Valid | The program creating the game screen | Ran the program | Show the screen | It showed the screen |  |
| 24/03 | Valid | The custom map | Ran the program | Show the custom map | It didn’t actually show a map, it showed a blank background (because I forgot to draw the map) | I had to draw the map |
| 24/03 | Valid | The custom map | Ran the program | Show the custom map | It showed the map |  |
| 24/03 | Valid | If characters are drawn | Ran the program | The character should be drawn | It showed the character, but the character was stuck inside the stone of the map | I had to change the Character starting Y ordinates |
| 24/03 | Valid | If characters are drawn | Ran the program | The character should be drawn | The character was drawn on the map |  |
| 25/3 | Valid | Check character movement animation | Ran the program and pressed wasd | The character should function and show movement like a normal person | I got variable names mixed up and the game threw an error | I fixed the variable names and made them consistent |
| 25/3 | Valid | Check character movement animation | Ran the program and pressed wasd | The character should function and show movement like a normal person | The character functioned as normal |  |
| 25/3 | Boundary | Tested character animation | Made the character go forwards then backwards | The character to change directions smoothly | The character did change direction smoothly |  |
| 25/3 | Boundary | Tested character animation | Made the character jump | The character to switch between jumping and falling smoothly | The character did switch between jumping and falling smoothly |  |
| 25/3 | Valid | Tested character climbing animation | Climbed up a ladder | The climbing animation to work | The program crashed | I forgot to set an on\_ladder variable so I had to do that |
| 25/3 | Valid | Tested character climbing animation | Climbed up a ladder | The character to be shown as climbing | The character was shown as climbing |  |
| 25/3 | Invalid | Tested invalid key inputs | Pressed a bunch of random keys that weren’t associated with player movement (such as F G L etc) | Nothing to happen | Nothing happened |  |
| 25/3 | Invalid | Tested mouse input | Clicked yje mouse | Nothing to happen | Nothing happened |  |
| 25/03 | Invalid | Tested character falling off the map | Ran game and ran off to the left of the map | The character to die and respawn in the starting position | The character did die and respawn in the starting position |  |
| 25/03 | Valid | Test camera following sprite | Ran the program and ran around with the character | The camera to follow the character around | The camera followed the character |  |
| 25/3 | Invalid | Check if camera moves if the character falls off the map | Ran the character off both sides of the map | The camera to stop following once it reached the end of the level or fell off the map | The camera stopped following when it reached the end |  |
| 25/03 | Valid | Check if the score is drawn | Ran the program | The score to show in the bottom left corner | The score did show |  |
| 25/03 | Invalid | Check if lava will kill the character | Ran the program and jumped into lava | The character to go back to the beginning of the level | The character did go back to the beginning of the map. What I realised is that the level didn’t reset and the coins and score and stuff were not reset. This is an idea I would like to implement. | It wasn’t a problem, but I just added self.setup() to the code instead of resetting the character co-ordinates |
| 25/03 | Invalid | Check if the level resets when the character dies | Ran the program and jumped into lava | The level to reset | The level did reset |  |
| 25/03 | Invalid | Check if the character dies when they touch the spikes | Ran the program and jumped into a pit of spikes | The level to reset | The level did reset |  |
| 26/03 | Valid | Test coin collection & score increment | Ran the program and tried to collect some coins | The score to go up every time a coin was collected and the coins to be able to be collected | The coins were able to be collected and the score did go up by 1 every time. |  |
| 26/03 | Boundary | Test moving platforms boundaries | Ran program and ran to moving platforms | Expected the moving patform to move between the set boundaries (so the 2 ends of the lava) | It didn’t appear at all | I forgot the map size was 0.5 and thus the boudaries needed to be halved too so I had to halev the boundaries |
| 26/03 | Boundary | Test moving platforms boundaries | Ran program and ran to moving platforms | Expected the moving patform to move between the set boundaries (so the 2 ends of the lava) | It appeared and moved, stopping at either end of the boundaries and then changing direction |  |
| 26/03 | Valid | Test moving platforms | Ran the program and tried to go onto the moving platforms | It to be moving and that I could jump onto it without problem (it would also move when im on it properly) | I was able to make it to the end of the map |  |
| 26/03 | Invalid | Test if character can run through walls/platforms | Ran the program and tried to run through platforms | The character to not be able to go through moing platforms and walls | The character couldn’t go through the wallas and platforms as expected |  |
| 27/03 | Valid | Test hearts | Ran program | The hearts show up in the top left corner | The hearts showed up |  |
| 27/03 | Valid | Test if hearts move along | Ran program | The hearts to move with the character | They didn’t move | Made a separate sprite list for hearts and used them in gui camera |
| 27/03 | Valid | Test if hearts move along | Ran program | The hearts to stay in the same place on screen | They stayed same place on the screen |  |
| 27/03 | Invalid | If the character loses a heart when they jump onto deadly objects | Ran the program and ran into lava | The character lost a heart and went back to its original position | The character lost a heart and went back to original position. Could add checkpoints as a bonus |  |
| 27/03 | Valid | If the background works | Ran the program and move the character | The background to stay constant as the character moved | The background stayed constant as the character moved |  |
| 27/3 | Invalid | Tested if the background works when I jump off the map | Jumped off the map | The background to stay constant | The background stayed constant |  |
| 27/03 | Valid | If background music works | Ran the program and ran around | The music to keep playing no matter what | The music kept playing and didn’t double up with itself when the character died and the map was reset |  |
| 27/3 | Invalid | If background music works when the character dies and the game starts again | Ran the program and ran around and died multiple times | The music to keep playing no matter what | The music kept playing and didn’t double up with itself when the character died and the map was reset |  |

V2: Enemies, timers, game over level pass and introduction views and also knives

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| Test date | Type of test | What was tested | What I did to test | What was expected to happen | What actually happened | What I did to fix it |
| 29/3 | Valid | Timer | Ran the program | It to start | It threw an error because I set the initial time to None | Changed the code so that the timer took the value of the timer, which is initially set to 0 |
| 29/3 | Valid | Timer | Ran the program | It to start | It did exactly as I expected, starting the timer after the game loaded |  |
| 29/3 | Valid | Timer starting after character moved | Ran program waited and then moved character | The timer to start as soon as the character moved | The timer started as soon as the character started moving |  |
| 29/3 | Invalid | Timer when player doesn’t move | Pressed a key not associated with player movement | The timer to not start | The timer didn’t start |  |
| 29/3 | Valid | Enemies appearing on map | Ran the program | The enemies to appear on map | The enemies did appear on the map |  |
| 29/3 | Valid | Enemies moving | Ran the program | The enemies to move | Error (no object list) | Changed the images in tiled map to teardrops (plavceholders) |
| 30/3 | Valid | Enemies moving | Ran the program | The enemies to move | They were animated but didn’t move and crashed because the list index was out of range | There was a typo (I typed the number of frames wrong) so I corrected it |
| 30/3 | Valid | Enemies moving | Ran the program | The enemies to move | They were animated but didn’t move and crashed because the list index was out of range | I forgot to reset the current texture to 0 after it go to less than 1 than the number of frames |
| 30/3 | Valid | Enemies moving | Ran the program | The enemies to move | The enemies moved |  |
| 30/3 | Boundary | Enemies boundaries | Ran program | The enemies to change direction as soon as they hit a boundary | The enemies changed direction as soon as they hit their boundaries |  |
| 30/3 | valid | Game view replacing the game window | Ran program | The game to work as normal as I only replaced game view with | The game view didn’t work because the camera needed the width and height variables | Added self.width and self.height variables to the game class as it now takes on arcade.view as a parent class instead of arcade.window, which has the width and height |
| 30/3 | Valid | Game view replacing game window | Ran program | The game to work as normal | It worked as normal |  |
| 30/3 | Invalid | Collision with enemies | Ran program | The character to lose one heart after hitting an enemy | The character only lost a heart if they hit the enemy front on but that is due to arcade itself, in another module or such the problem would be fixed |  |
| 30/03 | Valid | Instruction view | Ran the game | To show the instructions | It showed the instructions |  |
| 30/3 | Valid | Show game after clicking instruction view | Ran game and clicked | To run the game | It ran the game |  |
| 30/3 | Invalid | Introduction view when not clickmg mouse | Ran game and spammed a bunch of keys | The intro screen to stay there | The intro screen did stay there |  |
| 30/03 | Boundary | Game over view | Ran the game and died 3 times | To show the game over screen | It showed the game over screen but it had one heart left | Moved the hearts update animation code so that the game over screen would display one heart regardless |
| 30/03 | Boundary | Game over view | Ran the game and died 3 times | To show the game over screen | It showed the game over screen |  |
| 30/3 | Valid | Show reset game after clicking game over view | Ran game and clicked | To reset level | It reset the level |  |
| 30/3 | Invalid | Game over screen | Ran game and spammed a bunch of keys | Nothing | Nothing happened |  |
| 30/03 | Boundary | Level pass view | Passed the level | To show the level pass | It did show the level pass but the character kept trying to move | Changed the level to needing a level parameter to run the level which means tha character would not be moving when the level starts |
| 30/03 | Boundary | Level pass | Passed the level | To show the level pass | It did show but the screen kept glitching as the character was moving | I added a view on top of the map and the game view that was transparent which took the current game view and added the text on top |
| 31/03 | Boundary | Level pass | Passed the level | For the level pass not to glitch | It worked, the screen was frozen and the character wasn’t glitching anymore |  |
| 31/03 | Valid | Level transition | Clicked level pass view | It to smoothly transition into the next level (and show the next level)with no problems | It showed the next level but the music decided to double up because I didn’t previous stop it when I ended the previous game window | I included the need for a parameter for whether or not the music is playing |
| 31/3 | Boundary | Level pass screen for level 2 to level 3 | Completed level 2 | Show me level pass screen | Showed me the level pass screen |  |
| 31/3 | Valid | Level pass screen for level 2 | Clicked on the level pass screen | To show me the third level | I was shown the third level and was able to start playing it |  |
| 31/3 | Invalid | Level pass screen for level 2 | Spammed a bunch of random keys | Nothing | Nothing happened |  |
| 2/4 | Valid | Knife throwing | Ran the game and pressed space | The knife to throw | It didn’t throw | I programmed so that the knife would change its center\_x based on the direction of the player |
| 2/4 | Valid | Knife throwing | Ran the game and pressed space | The knife to throw | It did throw but the knife changed direction as soon as the player changed direction | I made it so that the change\_x was decided by directon and the centre would change based on the directon of the character |
| 2/4 | Valid | Knife throwing | Ran the game and pressed space | The knife to throw | It did throw but the knife would only travel to the right | Added a variable that tracked the original direction of the knife so it would go the right way |
| 2/4 | Valid | Knife throwing | Ran the game and pressed space | The knife to throw | It did but it threw more than one knife since I didn’t have a wait time | I added a wait time by using variables that keep track of how many times the game has updated and running every x times it updates. |
| 2/4 | Valid | Knife throwing | Ran the game and pressed space | The knife to throw | The knife threw and it only threw one knife at a time | the knives are going through the walls so I need to fix that issue by checking for a collision with the wall for every knife |
| 3/4 | Valid | Knife throwing animation | Ran the game and pressed space | The character to be animated as they threw the knife | The knife threw and the character wasn’t animated | Added animation to when the character is idle |
| 3/4 | Valid | Knife throwing animation | Ran the game and pressed space | The character to be animated | The character was animated when throwing |  |
| 3/4 | Boundary | Range for knives | Threw knives both ways | The knives to disappear after travelling 400 px either side of the character | The knives disappeared after travelling 400px |  |

V3 Add enemy health, checkpoints, powerups and effects and updated knives

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| Date | Type of test | What was tested | What I did to test | What was expected to happen | What happened | What I did to fix |
| 3/4 | Valid | Enemy health bar disply | Ran to enemy | The health bar to show the enemies health | The health was shown but the bars were placed weirdly | I changed the height of both the bars to be the same |
| 3/4 | Valid | Enemy health bar display | Ran to enemy | The health bar to show the enemies health | The health was shown |  |
| 3/4 | Valid | Knife throwing doing damage to enemies | Threw knife at enemy | The health bar to decrease by health | The health of the enemy decreased |  |
| 3/4 | Valid | Enemies dying | Killed the enemy with knives | The enemies to be removed | The enemies got removed |  |
| 3/4 | Valid | Projectile motion of knives | Threw knives | The knives to travel in the directon of ths mouse | The knives did that but if the character was facing the opposite way to the mouse then the knives would do some sort of reverse sideways parabola motion | Abandoned this idea |
| 3/4 | Valid | Checkpoints | Tested all the checkpoints by running through each one and dying straight after | The character to g back to the most recent checkpoint | It did exactly as expected except the last checkpoint didn’t work | I set the last checkpoint to the last checkpoint which was passed (maybe also add a number to indicate which checkpoint is the most advanced incase they walk backwards) |
| 3/4 | Valid | Checkpoints tested | Ran game and ran through each checkpoint back and forth to make sure that after I died and still had lives left then I’d go to the furtherest checkpoint (nearest to end of level) that my character went through | It would go to the furtherest checkpoint after dying | The character went to the furtherest checkpoint after dying |  |
| 3/4 | Invalid | Checkpoints | Jumped off the left side of the map without touching checkpoints | Expected to spawn at the first checkpoint | The character spawned at the first checkpoint |  |
| 3/4 | Valid | Show powerups | Ran program | The powerups to show up animated | Out of range index error | I forgot to reset the current texture so I reset the current textures every time it got to the max textures |
| 4/4 | Valid | Show powerups | Ran program | The powerups to show up animated | Worked but animation was too fast, need to add a timer | Added a counter in the class in order to slow down the animation (it would run every 10 frames) |
| 4/4 | Valid | Test heart powerup | Ran programm died then picked up heart powerup | The character to gain an etra heart | The character gained an extra heart |  |
| 4/4 | Boundary | Test heart powerup while on full health | Tried to pick up heart powerup when character has full health | Nothing to happen | Nothing happened |  |
| 4/4 | Valid | Test speed powerup | Ran program and picked up speed powerup | Character to speed up | The character sped up |  |
| 4/4 | Valid | Test powerup timer | Ran program and picked up speed powerup | Character to be faster for 5 seconds | The character sped up for 5 seconds (300 frames) |  |
| 4/4 | Valid | Test dash effect | Ran program got a speed powerup and pressed space | Dash to show where the character was | It showed up where the character was but there was so many dashes that It showed up on the screen in mukltiples | Made it so that each dash was removed after 3 frames and the layer was cleared at the end of each level |
| 4/4 | Valid | Test dash effect | Ran program got a speed powerup and pressed space | Dash to show where the character was | It showed where the character was | What I was concerned about is the dashes were going the wrong way so I added an update animation to the Speeddash class |
| 4/4 | Valid | Test dash effect | Ran program got a speed powerup and pressed space | Dash to follow character around | It followed the character and the dash faced the right way |  |
| 4/4 | Boundary | Dash effect disappearing after 3 frames | Ran around after applying the speed powerup | The dash images to disappear really quickly making it look like its following the character | The dash images disappeared really quickly making it look like it was following the character |  |
| 4/4 | INvalid | Dash effect without powerup | Pressed space without having a powerup | Nothing to happen | Nothing happened |  |
| 4/4 | Valid | Test character animation (found a bug) | Ran the game and ran onto a moving platform | The character to remain idle | The character was idle, but was lagging (platforms were moving slow with character as usual) This is likely because of the pygame module itself and its physics engine and perhaps if something else was used this problem would be fixed |  |

V4:

Update player health and add attacking animation, also adding ability to switch between characters

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| Date | Type of test | What was tested | What I did to test | What was expected | What happened | What I did to fix |
| 5/4 | Valid | Updates player health showing | Ran the game | Expected a health bar to appear above the players head | A health bar appeared above the players head |  |
| 5/4 | Invalid | Updated player health | Ran prpgram and ran into enemies | To lose health but not to die instantly | I lost health when I touched an enemy but I didn’t die instantly |  |
| 5/4 | Boundary | What happens when player has 0 health | Got 100 damage dealt to my character by altering code and then touching enemy | My character to lose a heart and gain max health | The character lost a heart and gained max health |  |
| 5/4 | Valid | Tested player attacking animation | Ran program and pressed R | For the character to show attacking animation | It showed the attacking animation |  |
| 5/4 | Valid | Tested player attacking animation with different hitboxes | Ran program and pressed R | The character to show attacking animation | It did show the attacking animation but at first it lagged for some reason, likely due to the arcade module and maybe if I used pygame or maybe something else, the outcome would’ve been different heaps |  |
| 6/4 | Valid | Tested weapon sprite collision with enemy sprites to adjust the offset from the sprite’s center\_x | Waited for enemies to come close then pressed R | The enemies to lose health as soon as my sword hit them | It did just that however the enemies started losig health way too early (offset was not enough) | The offset was too little, that is the sword was extended too far and thus I had to change the offset to 15 |
| 6/4 | Valid | Test weapon sprite collision with enemy sprites | Waited for enemies to come close and pressed R | The enemies to lose health as soon as the sword hit them | The enemies lost health as the sword hit them |  |
| 7/4 | Valid | Test character switching | Pressed 1 and 2 to switch between characters | The characters to switch | The characters did switch |  |
| 7/4 | Invalid | Test invalid stuff | Pressed random keys that weren’t 1 or 2 and the mouse | Nothing | Nothing happened |  |
| 8/4 | Valid | Redid the character animation for switching so tested if the character still showed up | Ran the game and ran around, threw knives and attacked enemies, also jumped | The animations to work perfectly normal | There was an error because I forgot to specify which list of textures I was using | I added the list index for the textures I was using |
| 8/4 | Valid | Redid the character animation for switching so tested if the character still showed up | Ran the game and ran around, threw knives and attacked enemies, also jumped | The animations to work perfectly normal | The animations worked normally |  |

V5: Fixed enemy gravity bug and character animation bug where the character would always spawn as the girl ninja on a new level also fixed the timer starting when you press a key not associated with the game

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| Date | Type of test | What I tested | What I did to test | What was expected to happen | What actually happened | What I did to fix it |
| 9/4 | Valid | Fixed enemy gravity bug where they would be floating above the ground | Ran game and looked at enemies | The enemies to be walking on the ground | The enemies kept going down past the ground | I accidentally set the enemy change to negative gravity constant, so I had to change the center\_y of the enemy by the gravity constant instead so the enemy wouldn’t go right through the ground and keep falling downwards at a constant speed |
| 9/4 | Valid | Tested updated enemy animation code | Ran program and ran to the enemies | The enemies were walking fine and their animations to be normal | The enemies were walking fine and their animations were normal |  |
| 9/4 | Invalid | Test timer fix | Ran program and pressed a bunch of kesys such as q,m,n and y which are not keys that do anything in my game | Expected the timer to not start | The timer didn’t start |  |
| 9/4 | Valid | Test timer fix | Ran program and pressed all the keys that are used in this game | Expected the timer to start | It started as soon as I touched any one of those keys |  |
| 10/4 | Valid | Tested character switching (should spawn as the character the player was last using) | Passed level 1 as the boy ninja | The player to spawn into level 2 as the boy ninja | The player spawned into level 2 as the boy ninja |  |
| 10/4 | Valid | Tested character switching bug fix (should spawn as the character the player was last using) | Passed level 1 as the girl ninja | The player to spawn into level 2 as the girl ninja | The player spawned into level 2 as the girl ninja |  |

V6: Added the need to collect everything and kill every enemy to pass the level, added gems and each character only being able to collect one sort of object

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| Date | Type of test | What I tested | How I tested it | What was expected to happen | What happened | What I did to fix it |
| 10/4 | Valid | Tested picking up coins with girl ninja | Ran program and picked up coins | The coins to disappear | The coins disappeared |  |
| 10/4 | Invalid | Tested picking up coins with boy ninja | Ran program and tried to pick upcoins | The coins to remain there | The coins remained there |  |
| 10/4 | Valid | Tested picking up gems with boy ninja | Ran program and tried to pick up gems with boy ninja | The gems to disappear | The gems disappeared upon contact |  |
| 10/4 | Invalid | Tested picking up gems with girl ninja | Ran program and tried to pick up gems with girl ninja | The gems to remain there | The gems remained there |  |
| 10/4 | Invalid | Tested updated version of level pass | Ran the game and didn’t collect everything then touched the level pass layer | Nothing | Nothing happened |  |
| 10/4 | Invalid | Tested updated version of level pass | Ran the game and collected everything but didn’t kill enemies and touched level pass layer | Nothing | Nothing happened |  |
| 10/4 | Invalid | Tested updated version of level pass | Ran the game and didn’t collect everything but killed all enemies and touched level pass layer | Nothing | Nothing happened |  |
| 10/4 | Boundary | Tested updated version of level pass | Ran the game and collected everything and killed all enemies | The game to show me the level pass view | The game to show me the level pass view |  |

V7: Added knife powerups when enemies died and also hidden layer in 3rd level and teleports

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| --- | --- | --- | --- | --- | --- | --- |
| Date | Type of test | What I tested | Wat I did to test | What was expected to happen | What actually happened |  |
| 10/4 | Valid | Tested the knife text | Ran the game | Expected it t show I had 10 knives left | It showed I had 10 knives left |  |
| 10/4 | Valid | Tested if the knife text would change as I threw knives | Ran the game and threw knives | Expected it to show the number of knives decreasing | It showed the number of knives decreasing |  |
| 10/4 | Boundary | Tested knife count | Pressed E 10 times | It to only be able to throw 10 knives | I was able to throw more than 10 knives because it only deducted one from the number of knives if I let go of E | I moved the knife deduction system to the onupdate which deducted one from the knives count every time a knife was created and thrown |
| 10/4 | Valid | Tested knife throwing | Pressed and held E | To only be able to throw one knife | I only threw one knife |  |
| 10/4 | Boundary | Tested knife count | Pressed E 10 times | It to only be able to throw 10 knives | I was able to throw more than 10 knives still and my knives went into the negative numbers | I changed it sothat you could only throw knives if you had more than 0 knives |
| 10/4 | Valid | Tested knife count | Pressed E 10 times | It to only be able to throw 10 knives | I was able to only throw 10 knives but my character kept acting like it was throwing knives when it couldn’t | I set the is\_throwing variable to false if the character couldn’t throw knives |
| 10/4 | Boundary | Tested knife count | Pressed E 10 times | It to only be able to throw 10 knives | I was able to only throw 10 knives |  |
| 10/4 | Boundary | Tested knife count | Set knives to 0 and pressed E | Nothing to happen | Nothing happened |  |
| 11/4 |  | Found a bug where the player spawns inside the ground | Ran program and attacked with 2nd sprite which resulted in it sinking into the ground |  |  | I bypassed the error by making it so the 2nd character couldn’t attack so therefore this error wouldn’t happen |
| 11/4 | Valid | Tested the characters attacking | Attacked and threw knives and ran around | The characters to not sink into the ground | The characters didn’t sink down |  |
| 11/4 | Valid  (This was for testing purposes- knife powerups only show up after enemies are killed) | Tested knife powerup | Ran the program | The knife powerup to show up | The knife powerup showed up |  |
| 11/4 | Valid | Tested picking up knife powerup | Ran the program and picked up a knife powerup | The knife powerup to disappear and add 5 to the number of knives | The number of knives increased by 5 and the powerup disappeared |  |
| 11/4 | Valid | Tested knife powerup showing after enemy is killed | Ran the program and killed the enemy | The knife powerup to show up afer the enemy dies in its place | The knife powerup showed up in its place |  |
| 12/4 | Valid | Tested picking up the knife powerup that spawned after the enemy died | Ran program killed enemies and picked up the knife powerup | The knife powerup to disappear | The knife powerup disappeared and added 5 to the number of knives I have |  |
| 12/4 | Invalid | Tested walking over the foreground without collecting the coin | Ran the program and walked over foreground | The character to walk on top of the foreground and not fall into the secret chamber | The character was able to walk upon the foreground |  |
| 12/4 | Valid | Tested collecting the solidarity coin and the foreground opening up as a result | Ran the program collected the coin and ran over the foreground | The character to fall as the foreground clears away | The character didn’t fall into the foregound | Bypass error by making it when it hits something on another layer that’s invisible |
| 12/4 | Valid | Tested collecting the solidarity coin and the foreground opening up as a result | Ran the program collected the coin and ran over the foreground | The character to fall as the foreground clears away | The character fell as the foreground fell away |  |

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| 12/4 | Valid | Tested teleports | Ran program and tried to teleport | The player to teleport once like normal | The player got stuck in an infinite loop of teleportation | I offset the spawning point for teleports so that it wouldn’t have that problem |
| 12/4 | Valid | Tested teleports | Ran program and tried to teleport | The player to teleport once like normal | The player teleported properly and spawned the allocated offset away from the teleport |  |
|  | Valid | Tested spawning for all 3 levels (I changed the starting level number) | Ran the game | The character to always spawn on the first checkpoint | The character spawned at the first checkpoint for all 3 levels |  |
|  | Valid | Tested checkpoints | Ran game and died after going through a checkpoint | To spawn at the previous checkpoint | It spawned at the previous checkpoint |  |
|  | Valid | Tested number of knives gained from knife powerup to 3 | Killed enemy and picked up knife powerup | The number of knives to go up by 3 | The number of knives went up by 3 |  |

V8: New intro screen and game completed screen. Also change of enemy types

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| Date | Type of test | What I tested | What I did to test | What I expected to happen | What happened |  |
| 25/4 | Valid | New Intro screen | Ran the game | Expected the new intro screen to show | The new intro screen showed |  |
| 25/4 | Boundary | New Intro screen | Ran game and clicked on it | Expected it to run the game | It ran the game and I was able to play it |  |
| 25/4 | Invalid | New intro screen | Ran game and spammed a bunch of keys | Expected nothing to happen | Nothing happened |  |
| 26/4 | Valid | Clicking the level pass screen for level 3 | Completed the game and clicked the screen after completing level 3 | Expected the game completed screen to show up | The game completed screen showed up |  |
| 26/4 | Valid | Clicking the game completion screen | Ran game and clicked on the game completion view | Expected it to run the game | It ran the game and I was able to play it again from the start |  |
| 26/4 | Invalid | Game completion screen | Ran game and spammed a bunch of keys | Expected nothing to happen | Nothing happened |  |
| 26/4 | Valid | Test enemies appearing | Ran game | Enemies to appear and walk | Enemies to appear and walk |  |
| 26/4 | Valid | Test removed torches | Ran game | Torches to not be there | Torches to not be there |  |
| 5/1 | Boundary | Test health regen boundary | Ran game | Character to have a green bar that stayed the same size representing full health (the characters health shouldn’t change because they are at max health) | The character had a green bar that stayed the same size |  |
| 5/1 | Valid | Test health regen | Took some damage and waited | The health bar to slowly get greener | The health bar slowly got greener |  |