Unit Test Report

No.	Type	Description	Expected Result	Actual Result
01	Bug	The Archer does not attack the player	The archer is supposed to attack the player	The archer is not attacking the player
02	QoL	When there are two slime enemies together and the player come to attack them and die the enemies start walking together and the player cannot identify if there are two enemies or one	The player should see the slime enemies separately.	The slime enemies are together so the player can see only one enemy but there are two enemies.
03	Bug	When the archer comes in front of the slime monster the slime monster does not move forward but has walking animation	When the archer comes in front of the slime character the slime should move in the platform.	When the archer comes in front the slime does not move around but the walk animation works in the stuck form.
04	Bug	When human player characters jump to log sometimes animation becomes still and cannot reach the next platform	The player jumps and lands on the platform and can easily jump to the other platform.	When mc jump to a platform suddenly the animation is still and can't jump to the other platform.
05	Bug	When beast player characters jump to log sometimes animation becomes still and cannot reach the next platform	The turn into a wolf the player can jump around the logs easily.	When the wolf form jumps the player gets stuck in the platform.
06	Bug	Spiders die automatically without attacking	The spiders will not die if the player does not attack	The spider dies without even killing the spider.
07	QoL	When the player completes level one and proceeds to level two- game freezes well as the buttons need to minimize the game to make it work	The user finishes level 1 and goes to level 2	The user finishes level 1 and takes some time to load level 2 and gets stuck sometimes until the user minimizes.
08	Bug	The level 1 boss does not turn around and attack the player if the player attacks from the back	The boss of level 1 should turn and attack the player	The boss of level 1 is not turning in direction of the player and attack.

09	QoL	Main Menu UI The button comes a little bit off to the right side.	UI menu button to be in the middle of the menu page.	UI menu button is a little bit on the right side.
010	QoL	In the game when playing the mobile UI button for MC is a little bit down that the user might feel an issue	UI button in the game should be properly visible When the user plays.	UI button half button is down. So can't see the down part of the button.
011	Bug	UI button for jump does not reset when the player presses the button while on the edge of a platform	UI button should respond to the player action while on the edge of the platform.	When the player jumps and reaches the edge of a platform still shows the jump animation.
012	QoL	After the death of the player, the body of the player moves when the enemy walks around	The body of the player should not move when the enemy walks around.	The enemy moves around also the dead player moves with it.
013	QoL	When the enemy falls into the trap the enemy does not die.	When the enemy falls in the gap the enemy must die.	The enemy which falls in the gap is alive.
014	Bug	When the boss arrives, and the player is in the way of the boss spawning then the boss appears at the top of the player.	When the boss is spawning it should land on the platform.	The boss lands on the top of the player.
015	Bug	When the player dies and respawn in level 2 the player sprite turns into a death sprite after respawning	The player original idle animation should come after respawning	The player death animation comes after respawning.
016	Bug	The Archer floats in the air when the player pushes the archer out of the platform	The archer dies when the player pushes the character from the platform.	The archer does not die when the player pushes the enemy character out of the platform.

017	QoL	After the player respawns after dying the death sprite appears instead of idle animation	The player dies and when respawning the idle animation comes.	When the player dies and respawns the sprite changes into a death sprite.
018	Bug	After the player respawns after dying sometimes the beast attack button and jump button appear while playing like the player character	After the player is dead by enemies the UI button is the same as before.	After the player dies in the hand so the enemy the UI button changes to human to wolf.
019	Bug	After the player respawns after dying sometimes the player character attack button and jump button appear while playing as the beast character	After the player is dead by enemies the UI button is the same as before.	After the player dies in the hand so the enemy the UI button changes from wolf to human.
20	Bug	After the player respawns after dying sometimes the health bar appears black indicating no life and becomes full after being hit by the enemies	After the respawning of the player, the health remains the same.	After respawning the player's health does not show up until the enemy attacks the player.
21	Bug	Skeleton enemy can be bugged outside of the blood pool if pushed during the spawn	When a skeleton enemy is spawned can't move the enemy out of the blood pool.	When a skeleton enemy is spawning the player can push the enemy out of the blood pool.
22	Bug	Skeleton enemy can inflict multiple lives with one hit	When the skeleton attacks only one health bar goes.	When the skeleton is attacking the player health bar goes too much.
23	QoL	When the player reaches the edge of the blood pool the player can't move.	When the player sprite touches the blood pool should be able to move.	When the player sprite touches the blood pool the character is stuck and not reacting to the buttons.

Table 2: Unit Test Result

Integration Test Report

No	Type	Desc	Expected Result	Actual Result
1	QoL	The Dialog UI appears while the player is jumping	Dialog Should not come while jumping	When the player jumps into the dialog area. while jump the dialog appears before landing.
2	QoL	In the game when playing the mobile UI button for MC is a little bit down that the user might feel an issue	UI button in the game should be properly visible When the user plays.	UI button half button is down. So can't see the down part of the button.
3	Bug	When the player falls in the gap between the platforms the character walking sound comes.	When the user falls in a gap in the game there is no sound	When the character falls to the death walk sound effect comes.
4	QoL	After the player kills all the enemies in a certain location the surprise attack sound effect still goes on even if the enemies are dead	After the player kills the enemy there is no sound effect of the surprise attack	After the player kills the enemies the surprise attack sound effect occurs again.
5	Bug	After killing some enemies sometimes, the sound of the enemy walking or attacking is still active	After the player kills the enemy there is no sound effect of the NPC characters.	After the player kills the enemy the sound effects on walking and attacking are still going on
6	QoL	When the dialog box opens, and dialogs appear it freezes the player even if the player is in the sky in the middle of a jump	When the dialog box appears, and the character is on the platform.	When the dialog box appears the character freeze in the sky until the dialog is done.
7	QoL	Sometimes, the sound of the player walking or attacking is still active immediately after coming to a still position	When the user comes to idle animation the sound effect of walking or attacking is not there.	When a user comes to an idle animation the sound effect of walking and attacking is still active for 5 sec.

Table 3: Integration Test Result