

Unit Testing

What we are testing	What we expect	How it went	Errors? / How they were solved
Main menu	<ul style="list-style-type: none"> - Play Button on Play menu switches scene to game - Quit button on main menu exits the app - Sound should play in the main menu 	<ul style="list-style-type: none"> - Play button is found successfully and switches scene - . - . 	<ul style="list-style-type: none"> - N/A - . - .
Pause Menu	<ul style="list-style-type: none"> - P button should call a function to show pause menu - P button should call a function to remove pause menu if open - The time should pause on pause menu - Sound Should play in the menu 	<ul style="list-style-type: none"> - Pause menu successfully appears - Pause menu successfully goes on click 	<ul style="list-style-type: none"> - N/A
Avatar movement	<ul style="list-style-type: none"> - The avatar should be able to move right - Avatar should be able to move left - Avatar should be able to jump 	<ul style="list-style-type: none"> - Avatar moves right when right arrow is clicked - Avatar moves Left when left arrow is clicked - Avatar jumps when up arrow is clicked 	<ul style="list-style-type: none"> - N/A - N/A - N/A
Health Pick Up	<ul style="list-style-type: none"> - User life should increase by 1 when food is eaten 	-Life increases by 1	<ul style="list-style-type: none"> - N/a

Losing lives	<ul style="list-style-type: none"> - The user should lose lives when they walk into cat or fall 	<ul style="list-style-type: none"> - Life lost for either scenario 	<ul style="list-style-type: none"> - N/a
Respawn after death	<ul style="list-style-type: none"> - The user should respawn after death - The game should end if all lives are lost 	<ul style="list-style-type: none"> - User respawns after tests - User dies if all lives are lost 	<ul style="list-style-type: none"> - N/a
Ball pick up and carry	<ul style="list-style-type: none"> - The user should be able to be pick up and carry the ball 	<ul style="list-style-type: none"> - Ball is picked up when user collides 	<ul style="list-style-type: none"> - N/A
Power Up	<ul style="list-style-type: none"> - Avatar speed should increase upon power up pick up 	<ul style="list-style-type: none"> - Speed changes when there is a collision with power up 	<ul style="list-style-type: none"> - N/A