Unit Tests

Snake on a Plane

Team Giga Snake

June 2016

Alec -

Tested functionality of walls, made sure bullets collide correctly with them and that their collision shapes are correctly sized.

Tested functionality of camera. Made sure the camera follows the snake smoothly and is at a reasonable distance for gameplay.

Tested difficulty of gameplay and balanced accordingly. Replayed the game several times to make sure all enemies are firing as intended and to make sure that the game isn’t too difficult for the player.

Tested if sounds play in the game by doing in-game actions such as eating enemies, unlocking doors, and eating food. Also checked if music was playing and looped by waiting through the duration of the song to see if it would restart.

Tested functionality of boosting. Checked if snake gains movement speed when the left mouse button is held down. Set a bottom cap to when boost is available so that the player cannot hold down the button forever and make the snake twitch violently.

Tested various enemy firing patterns and made sure they were correctly named and firing as intended.

Kristy -

Tested functionality of turrets and their firing system. Made sure turrets fire on time and consistently as long as they are alive. Also made sure that turrets stop firing once they have been eaten (they don’t shoot during their death animation).

Tested functionality of snake levels and eating food. Made sure the snake changes color and gains a level when food is eaten. Also tested levels for enemies so that if the player is a higher level they can eat them.

Tested functionality of snake health system in which segments are representative of health. When the snake is damaged it loses a segment. When the snake eats an enemy a segment is restored. When the snake eats food it is fully healed.

Tested functionality of doors. Made sure doors unlock only when certain conditions in the level are met.

Chase -

Tested functionality of movement. Made sure the snake correctly follows the cursor in the game world.

Tested that all segments follow behind the snake correctly. Also tested that segments (including the head) rotate correctly when changing direction.

Tested functionality of chasing enemies which follow the player. Made sure enemy sprite rotates accordingly based on direction of movement.

Tested functionality of snake colliding with walls. Snake not allowed to move past room barriers.

Paula -

Tested functionality of sprite animation. Matched animation sequence to the firing patterns.