Realistic Testing Schedule:

Preparatory Stage:

- Thorough study of the specification (ТЗ), game design document (ГДД), and familiarity with monster functionality.
- Preparation of test scenarios for different aspects of monster behavior.
- Creation of a testing plan and compilation of testing documentation.

Testing Monster Metadata:

- Initial tests for the accuracy of monster parameters.
- Verification of aggression and characteristics of monsters.
- Duration: 2 days.

1. Verification of Monster Parameter Accuracy:

☐ Creating test monsters with different characteristic values.
☐ Checking that monster parameters correspond to those specified in the Game Design Document.
☐ Start Time: Immediately after the preparatory stage.

2. Verification of Aggression and Characteristics:

☐ Creating test scenarios with different types of monsters and the player.
☐ Checking that monsters attack the player based on their aggression.
☐ Verifying the accuracy of health, damage, and other characteristics of monsters.
☐ Start Time: After the verification of monster parameters.

Combat Attack and Behavior Testing:

- Test the basic behavior of monsters during attacks and evasions.
- Check the reaction to attacks from the player.
- Duration: 3 days.

1. Verification of Basic Monster Behavior:

☐ Creating scenarios with monster attacks and evasions.
☐ Checking that monsters successfully attack the player and evade their attacks.
☐ Start Time: After the verification of monster parameters.

2. Player Attack Reaction:
☐ Creating scenarios with player attacks on monsters.
☐ Checking how monsters react to taking damage.
☐ Ensuring that monsters transition to the "Taking Damage" state.
☐ Start Time: After the verification of basic monster behavior.

T*esting Interaction Among Monsters:*

- Creating scenarios with battles between different types of monsters.
- Checking the correctness of interaction and reactions between monsters.
- Duration: 3 days.

1. Testing Battles Between Different Monsters:
☐ Creating scenarios with clashes between monsters of different types.
☐ Checking the interaction between monsters, their attacks, and evasions.
☐ Start Time: After the testing of attacks and combat behavior.

Combat Balance Testing:

- Conduct scenarios with various combinations of monsters and difficulty levels.
- Verify that combat balance is maintained.
- Duration: 2 days.

1. Testing Balance in Different Scenarios:
☐ Creating test battles with various combinations of monsters and difficulty levels.
☐ Checking that combat balance is maintained and no excessively easy or difficult situations arise.
☐ Start Time: After testing the interaction among monsters.

Testing Animations and Visualization:

- Test the playback of monster animations during various actions.
- Verify that animations align with their behavior.
- Duration: 2 days.

1. Testing Animations During Attacks and Evasions:
☐ Creating scenarios with various monster actions.

☐ Checking the correct animation during attacks, evasions, and other actions.
☐ Start Time: After the combat balance testing.

Testing Sound Effects:

- Verify the sound accompaniment of battles and monster actions.
- Ensure the correctness of sound reproduction.
- Duration: 1 day.

1. Testing Sounds in Combat Scenes:

☐ Creating scenarios with various combat actions of monsters.
☐ Checking the correctness of sound effects reproduction.
☐ Start Time: After the testing of animations and visualization.

Testing Changes in Monster States:

- Check monsters' reaction to changes in states, receiving damage, etc.
- Ensure the correct transition between states.
- Duration: 2 days.

1. Testing State Transitions:

☐ Creating scenarios with attacks on monsters and changes in their states.
☐ Checking the correct transition of monsters between states.
☐ Start Time: After the testing of sound effects.

Testing Monster Deaths and Difficulty Levels:

- Verify that monsters correctly transition to the death state when health reaches zero.
- Test the adaptation of their behavior at different difficulty levels.
- Duration: 2 days.

1. Testing Monster Transition to Death State:

☐ Creating scenarios with the player killing monsters.
☐ Checking the correct transition of monsters to the death state.
☐ Start Time: After testing changes in monster states.

Testing Multiple Battles and Error Identification:

- Creating non-standard combat scenarios involving multiple monsters.
- Searching for and reproducing non-standard situations and errors in monster behavior.
- Duration: 3 days.

1. Testing Scenarios with Multiple Monsters:

☐ Creating non-standard combat scenarios involving multiple monsters.
☐ Searching for and reproducing non-standard situations and errors.
☐ Start Time: After testing monster deaths and difficulty levels.

Testing on Different Platforms:

- Verify the functionality of the monster combat system on various platforms.
- Ensure its stable operation on all target devices.
- Duration: 2 days.

1. Testing on Different Devices:

☐ Launch the monster combat system on various platforms.
☐ Verify its stable operation on both PC and consoles, as well as other devices.
☐ Start Time: After testing multiple battles and error identification.

Final Testing and Report Preparation:

- Re-run all test scenarios to ensure stability.
- Compile a detailed report on discovered errors, shortcomings, and testing results.
- Duration: 2 days.

1. Re-running all Test Scenarios:

☐ Verify the stability and correctness of the monster combat system.
☐ Compile a detailed report on errors and testing results.
☐ Start Time: After testing on different platforms.

Reserved Time:

- Allowing time for additional tests or refinement in case critical errors are identified.
- Duration: 5 days.
- Total Testing Duration: 32 days.

1. Time for Additional Tests and Refinement:

☐ Additional time allocated to address identified critical errors.

☐ Start Time: After the completion of final testing.