420-541-VA Game Programming 2

Lap 11 : Testing a game and TRC ( 1%)

Today we will be looking into testing our game.

In order to download the project you will have to clone this git repository :

https://github.com/amcnabbbaltar/420-541-Week11\_Lab2

Then :

Task 1) Open the game project and open the Build folder

Task 2) Fill out the little TRC in the next page ( Page 2)\

Task 3) Find a major bugs and fill out a bug report on it.

Hint : The expected behaviour is that the pickups speed you up.

How to submit your project.

1. Send a link to either your GitHub or a One Drive link via the Assigement Delivery option in LEA.
2. Add me to your repo if it’s private so I can see your work.

Simple TRC for a Kart game :

|  |  |  |
| --- | --- | --- |
| Requirements : | Yes | No |
| A game needs a menu. To choose the different types of gameplay. |  | X |
| Every button in the menu should be animated and have a corresponding action. | X |  |
| A game menu start game button should bring you to a playable level in under a minute. | X |  |
| A kart game needs to a road that is clearly identified. | X |  |
| A kart game needs to have pickups that are clearly identified | X |  |
| A kart game needs to have kart that are clearly identifiable | X |  |
| Object appears to be solid it should be solid and you shouldn’t be able to pass through it. | X |  |
| A player needs to be able to gather pickups and the pickup should disappear when you do so. |  | X |
| The HUD should clearly indicate current Laps. | X |  |
| The HUD should clearly indicate current Powerups |  | X |
| Once all laps are over the level should end | X |  |
| End level should allow you to go back to main menu | X |  |

***Bug Description :***

In the game, when the player tries to collect the collectibles (powerups), the collectibles are ignored, which means that no event happens when the player and the collectibles collide. This results in the player being unable to collect them. Therefore, the player is unable to power up in the game.

***Reproduction Steps:***

1. Start the game by clicking the play button.
2. Once the player enters the level, move the kart by using the WASD control.
3. Goes over a powerup.
4. Player will be able to see that the powerup is not working as intended; it does not speed the player up.

***Expected Behavior:***  *When the player goes over a power up block it should speed the player up.*

***Actual Behavior:*** When the player goes over a power up block, the power up block is ignored and it does not speed the player up.

**Platform and Environment:**

* Platform: PC
* OS: Windows 11 Enterprise
* Network Connection: Wired

**Screenshot/Video:**

Attached two screenshots of the player not being able to collect the powerup and that it does not speed the player up.



