**Space Heist 4: Tax Deductable**

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**Blog**

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**List of Scripts**

**All Behaviour Scripts** – These had to be slightly different for each collectible, but all the feather scripts and all the paper scripts are essentially the same.

**BadBehaviour** – This was the script that caused the vogon ships to move

**Countdown** – This handled the timer on the game

**Deliver** – This script dealt with when you hit the desk mainly confirming there was no mission and then assigning a new one

**EnemySpawn** – This handled the enemy spawn and increased as you become close to finishing the game.

**MenuS** – This was for the pause menu and the menu for losing the game.

**Movement** – This handled moving your ship and destroying it if you hit the vogon fleet

**Scoreboard** – This script checked to see if you won the game initialised the values and had the menu for winning the game.

This is one hundred per cent all my own work.

I tested this game by playing it and deliberately testing my code in the different areas. The only tricky part about this was testing win conditions as it takes over a minute to beat the game and I had to change the initiliasation so that only one mission had to be completed for the winning menu to come up. The game objective is to collect and fill out all the correct documentation in the right order and deliver back to centre inside the time limit while avoiding enemy ships. The different tests were

**Hitting an enemy ship**

Expected Result = Ship is destroyed game over

**Running out of Time**

Expected Result = Game Over Menu appears

**Winning the Game**

Expected Result = Victory menu appears and game stops

**Hitting in the desk with no mission**

Expected Result = A mission is selected

**Hitting the desk with a current mission**

Expected Result = Nothing happens

**Collecting items not requested**

Expected Result = Nothing happens

**Collecting Items in wrong order**

Expected Result = Nothing Happens

**Collecting the correct item**

Expected Result = Item is destroyed you can now collect next item or get a new mission