

Testing Report

Nikole told me that my program was good but I needed to work through some of the glitches. For example, I had a glitch going from the first room to the second. I also had a glitch with the sound in that it would sometimes not play.

I fixed the first glitch by setting the y variable to the correct before setting the x variable. I fixed the second glitch by calling the audio in the character getCollision() method rather than the screen class. This way, when I walked over the item, it wouldn't call the audio forever.

My brother told me that I should add more interesting graphics for the end scene because it used to be just a white screen that said "you won". He also suggested to change how the twins in the park scene to look better because I made them identical.

I fixed the graphics problem by making the background to the end scene more interesting. I did this by adding more colors and more interesting fonts. I changed how the twins looked by adding a separate class for the second twin and changing the image. I am glad that I incorporated these attributes to my program because they made it look a lot better.