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| Sno. | Description | Expected | Actual | Pass/Fail |
| 1 | Adding the slide to make the player slide when they press ctrl | Player slides and their collider should rotate to a 90 degree angle | Player slides but the collider stays and glitches because of the character controller’s inability to rotate with the player | Fail |
| 2 | When the player slides they should be able to at least control to move left or right | Player presses A or D to move left or right | Player moves right when pressing A while they move left when pressing D | Fail |
| 3 | Players stamina goes down when they press and hold shift and the player moves faster | Player presses shift and the character model starts to go faster | Character runs faster when player presses shift | Pass |
| 4 | When the player presses ctrl, their elevation should remain the same as their current height when on ground | The players height stays the same when sliding and grounded | When grounded, the players rotation stays the same | Pass |
| 5 | After the players slide ends, the player should go back to the original rotation at the last spot they were at | They rotation changes back to the original when the slide ends but their position remains the same | The players position restarts back to their spawn position if they’re still holding down any key but their position when it ends stays the same if they are not holding down any key | Fail |
| 6 | The Goal prefab advances to the next scene when the player collides with it | The next scene will load when the player collides with the Goal object | The next scene would fail to load and throw an error unless set to the specific right scene in the inspector | Fail |
| 7 | The Player is reset back to the beginning of the scene when they fall | The player’s location is set to an empty object with the timer reset | The players position restarts back to their spawn position with everything reset and a reduced life | Pass |
| 8 | Does the UI hold up on both levels | The UI should be unchanged and work correctly on any scene/level | The UI works fine on any scene/level as it is a prefab constructed to work upon placement in new scenes | Pass |
| 9 | Timer works on all scenes and levels regardless | The timer resets when changing scenes | The timer is made to be scene specific and resets when anew scene loads | Pass |
| 10 | Changes to prefabs are implemented and shown on all scenes | New features implemented on to prefabs like the player are pushed to all scenes | A new player prefab was generated and required manual replacing after integrating | Fail |