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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 |