

We Remember
CS 5002
Test Results
11 April 2023

Overall Test Results

Consistent Stats Test 1:

Execution: Enemy bullets are taken contact with by the player to drain the health meter. Treasure chests laying around in the playing field are touched to regenerate the health meter.

Results: The results are all as intended, with enemy bullets depleting a fraction of the health meter and not defeating the player with one shot, and treasure chests also regain a fraction of the health bar.

Consistent Stats Test 2:

Execution: The shift key is used to sprint and drain the stamina meter at the bottom left of the screen. Lightning icons are touched to regenerate the stamina meter.

Results: Sprinting gradually drains the stamina bar, and refraining from sprinting slowly regenerates the stamina bar. Lightning icons also immediately regenerate a fraction of the stamina bar.

Menu Function Test 1:

Execution: Each of the buttons in the main menu, pause screen, game over menu, and options menu are used to test if each of them perform their intended function.

Results: The options menu brought me to the volume slider, which also worked properly. Choosing quit from any menu would close the game. Clicking Main Menu would take me back to the title screen, Restart, start, or resume all brought me to the game, with resume unpausing the current game.

Player Movement Test 1:

Execution: While the gameplay is currently active, the player presses (and holds) and of the WASD or arrow keys to move.

Results: Any of the 8 aforementioned keys successfully let the player move, depending on which directional key was used.

Player Movement Test 2:

Execution: Holding the shift key will cause the player to move faster than without using it.

Results: The shift key successfully makes the player sprint while it is held. Other advanced movement listed in the plan, such as jumping, have not been implemented into the game.

Player Attack Test 1:

Execution: The player will aim and click with the mouse to fire at an enemy and defeat an enemy.

Results: Clicking with the mouse will make the player fire in the direction the mouse is located, and making contact with an enemy will damage them.

Player Death Test 1:

Execution: When enemies show up, standing still or walking into their shots will create contact with them. Selecting Restart after a death to start a new game.

Results: Making contact with enemy fire depletes the health bar. When the health bar is completely empty, the gameplay stops and a game over screen is shown. Choosing Restart resets the game, placing the player back at the starting point with full health, and enemies must respawn.

Performance Test 1:

Execution: The game will simply be ran and played. Using debug features in Unity to check statistics like frames per second.

Results: The game shows consistent speed running, indicating smooth gameplay without technical hiccups.

Performance Test 2:

Execution: The game will simply be ran and played multiple times.

Results: During gameplay, no major bugs were encountered, making it presentable to others.

Quest/Story Test 1:

Execution: Quests will be completed by performing the tasks listed by the game.

Results: Quests were not implemented into the game at this point, instead the goal is earning a high score.