91906 - Testing Document

**Unit Testing**

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| Player movement, animations | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 17/08 | Random keys while moving | Invalid | Random keys like jhuoip | Character continues | As expected |  |
| 17/08 | Moving left right, up down | Valid |  | Correct facing direction, and animated frames for the appropriate action | As expected |  |
| 17/08 | Simultaneous, polar valid inputs | Valid | Press left, then press right without releasing left | Player moves left, then moves right even if both directions are held. | As expected |  |
| 17/08 | Changing direction fluidly from left to right, with player holding and releasing multiple inputs simultaneously | Valid | Press left, then press right, then release right while holding left | Player reverts to moving left, as the player is holding down left at the end with no other inputs | The character stops moving entirely | Last key pressed variable implemented: self.last\_direction\_key  So I can revert to the last appropriate direction after a series of quick platforming inputs. |
| 17/08 | Jumps while on the side/edge of a platform | Boundary | Minimum required collision area | Player jumps normally, or wall jumps if on the side of a platform | As expected |  |

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| Rolling movement | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 19/08 | Player rolling on ground | Valid | LSHIFT | Rolling animation, timed for 3 seconds, moves slightly faster than walking | As expected |  |
| 19/08 | Player rolling in air | Valid | LSHIFT midair | Same as above, no rolling animation, instead falling animation | Falling animation plays when moving up and down | Make falling animation only play when change\_y is negative |
| 20/08 | Rolling | Boundary | Rolling on ground, then into midair | As soon as player is off the ground, switch to diving animation | As expected |  |
| 20/08 | Rolling while already rolling | Invalid | LSHIFT while rolling | Ignored input, rolls as original | Roll timer reset, doubled length | Self.is\_rolling must be false for rolling input to be accepted now, error fixed |
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| Obstacles, static enemies | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 22/08 | Player touches static enemy tile or lava | Valid | Walk into Obstacle/Enemy layer tile | Reset player position, pop up message announcing death, and loss of all gold | As expected |  |
| 23/08 | Player touches the edge of danger tile | Boundary | Minimum collision between player and tile | Same as above | As expected |  |
| First playtest day feedback change: | Rolling through enemy | Valid | LSHIFT through enemy | Should be immune, player does not lose gold or reset position, ignores enemy collision | As expected |  |

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| Chests | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 24/08 | Interact with chest | Valid | E | Remove chest tile, revealing opened chest tile underneath, player gets a random item from item\_pool | As expected |  |

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| Boss | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 30/08 | Boss moves | Valid |  | Moves and faces the right direction, update animations | Boss faces wrong direction | Switched < to > for direction\_facing variable, as previously they were inverted meaning when he was moving left he faced right |
| 30/08 | Boss killed | Valid | Killing boss | Takes 10 hits, then disappears with popup message: Boss slain | As expected |  |

*Continue the same format for all functions and features*

**System Testing**

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| Whole Program | | | | | | |
| Date | What is being tested | Test Type | Test Value | Expected Result | Actual Result | How it was fixed |
| 1/08 | All player animations (walking, jumping, rolling on ground, rolling midair, attack) | Valid | WASD, UP arrow, SPACE, LSHIFT, C | Cycle through walking 1-10, jumping plays as player moves up but not down, rolling only plays when in contact with the ground, otherwise dive animation instead | All animations as expected |  |
| 1/08 | Moving between stages | Valid | E over door | Reset player position on the next stage, next background image. | As expected |  |
| 1/08 | Attacking enemies | Valid | C while in contact with enemies | Enemy dies, boss takes damage equal to damage stat | As expected |  |
| 1/08 | Boss enemy takes damage, deals damage, jumps, moves, and dies | Valid | Final level boss examination | Boss enemy takes damage, deals damage, jumps, moves, and dies, revealing | As expected |  |
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Playtesting:

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| ***Name*** | ***Feedback (content ideas, improvements, balancing, bugs/glitches)*** |
| Will | Game is maybe too quick and its difficult to avoid the enemies at high speeds, gold is not very intuitive, would like the attack to do stuff. |
| Adrik | This is a cool game, could work on it more. Would want to see how far this game could go. E.g. enemies to attack, gold around the map, more obstacles, etc. |
| Oscar | Finish the game, kill the enemies. When respawn, make it cancel momentum so you don’t die over and over |
| Day 2: |  |
| John | Make the roll give you I-frames, to dodge enemies, but I like the concepts |
| Kimi | * The title needs to be fixed, “TITLE” don ‘t really tell the player anything. * The map/ control is a bit unforgiving for newer players, especially for players who don’t have much experience for RPG maker ish games. * No tutorial * The I-Frame needs a rework, dashing thru damages doesn’t work as intended 100% of the time |
| Magnus | Angry eyes on the hat, tried to interact with it, make it enemy like, it looks like a collectable, I didn’t know it was an enemy, teach the player it is an enemy not to be trifled with |

Changes made:  
Implemented I frames for rolling

Tutorial level added to demonstrate which tiles were enemies, how to gain gold, platforming skills

Cancelled momentum when reset position

More enemies, moving enemies, gold more intuitive by killing enemies and changed popups to be more descriptive

All assets commissioned by Will Yang