Tests

Contents

[Player 2](#_Toc62599348)

[Test 1. Proper PlayerManager Object Creation 2](#_Toc62599349)

[Test 1. Moving the character 2](#_Toc62599350)

[Test 2. Taking Damage 2](#_Toc62599351)

[Test 3. Death System 2](#_Toc62599352)

[Test 1. Dodge 2](#_Toc62599353)

[Test 1. Healing 3](#_Toc62599354)

[Camera: 3](#_Toc62599355)

[Test 1. Camera movement 3](#_Toc62599356)

[Test 1. Camera collision 3](#_Toc62599357)

[Test 2. In menu camera behavior 3](#_Toc62599358)

[Snake Enemy: 3](#_Toc62599359)

[Test 3. Proper SnakeEnemy Object Creation 3](#_Toc62599360)

[Test 4. Setting up proper SnakeEnemy values of attributes 4](#_Toc62599361)

[Test 5. Enemy AI 4](#_Toc62599362)

[Test 1. Damaging enemy 4](#_Toc62599363)

[Boss Enemy: 4](#_Toc62599364)

[Test 1. Proper BossEnemy Object Creation 4](#_Toc62599365)

[Test 2. Setting up proper BossEnemy values of attributes 4](#_Toc62599366)

[Test 3. Enemy AI 5](#_Toc62599367)

[Menus 5](#_Toc62599368)

[Test 1. Main menu 5](#_Toc62599369)

[Test 1. Pause menu 5](#_Toc62599370)

[Test 1. Ingame GUI 5](#_Toc62599371)

[Test 1. Victory screen 5](#_Toc62599372)

[Visuals 6](#_Toc62599373)

[Test 1. Map 6](#_Toc62599374)

[Test 1. Menus 6](#_Toc62599375)

# Player

## Proper PlayerManager Object Creation

Expected result: Proper PlayerManager object creation like: playerGameObject, weaponGameObject, cameraManager.

Execution: Creating an object of PlayerManager and checking in debug mode.

Result:

## Moving the character

Expected result: Player model moves in given directions, movement animations play properly. Player stops after hitting an object collision.

Execution: Click movement buttons, observe animations. Walk into a wall.

Result:

## Taking Damage

Expected result: Player can take damage and die.

Execution: Approach the enemy, wait to take damage and die. Observe in debug mode.

Result:

## Death System

Expected result: At the moment of death proper animation are turning on. Objects destructors are called.

Execution: Wait to be killed by enemy. Observe the results in debug mode.

Result:

## Dodge

Expected result: After pressing a dodge button animation plays and player moves in a given direction.

Execution: Wait to be killed by enemy. Observe the results in debug mode.

Result:

## Healing

Expected result: Player’s health is restored by a given amount after pressing a heal button. Healing animation plays properly.

Execution: Take damage, click a heal button. Observe health value in debug mode.

Result:

# Camera:

## Camera movement

Expected result: Camera moves in a direction given by inputs.

Execution: Pressing camera movement buttons.

Result:

## Camera collision

Expected result: Proper behavior on collision with obstacles like walls or ceiling. Camera during collision takes a correct position.

Execution: Making collision in game mode.

Result:

## In menu camera behavior

Expected result: Camera in menu takes proper position in order to show menu correctly.

Execution: Turning on menu and observing.

Result:

# Snake Enemy:

## Proper SnakeEnemy Object Creation

Expected result: Proper creation of enemyObject, enemyRigidbody, weaponObject and Animations.

Execution: Creating an object of SnakeEnemy.

Result:

## Setting up proper SnakeEnemy values of attributes

Excepted result: Values of attributes get assigned with given values.

Execution: Manual setting values of enemy Stats like: maximum health, movementSpeed, attackSpeed, damage.

Result:

## Enemy AI

Expected result: Enemy is able to find proper path to Player, not bugging during walking. Enemy stops at appropriate distance from player and attacks.

Execution: Walk within the enemy’s spotting range.

Result:

## Damaging enemy

Expected result: Enemy takes damage after getting hit by the player.

Execution: Approach the enemy, attack him. Observe in debug mode, check if right amount of damage is being dealt.

Result:

# Boss Enemy:

## Proper BossEnemy Object Creation

Expected result: Proper creation of enemyObject, enemyRigidbody, weaponObject and Animations

Execution: Creating an object of BossEnemy

Result:

## Setting up proper BossEnemy values of attributes

Excepted result: Values of attributes gives balanced filling with difficulty level.

Execution: Manual setting values of enemy Stats like: maximum health, movementSpeed, attackSpeed, damage

Result:

## Enemy AI

Expected result: Enemy is able to find proper path to Player, not bugging during walking. Enemy stops at appropriate distance from player and attacks.

Execution: The approach within the enemy’s spotting range

Result:

# Menus

## Main menu

Expected result: Start button starts the game, exit button closes the application.

Execution: Click appropriate buttons and check the result.

Result:

## Pause menu

Expected result: Pause button pauses the game, Resume button resumes the game.

Execution: Click the pause button on keyboard/gamepad then click the resume button in pause menu.

Result:

## Ingame GUI

Expected result: Buttons shown in GUI do their assigned functions.

Execution: Click appropriate buttons and check the result.

Result:

## Victory screen

Expected result: Victory screen shows up after beating the game.

Execution: Reach the victory condition and observe.

Result:

# Visuals

## Map

Expected result: Map has no floating models, all models have their textures loaded correctly.

Execution: Walk around the map looking for inconsistencies.

Result:

## Menus

Expected result: All menus, bars and buttons have correct textures and play their animations or change when needed.

Execution: Look for visual inconsistencies, get hit by an enemy to test health bars.

Result: