Tests

Contents

[Snake Enemy: 2](#_Toc59195725)

[Test 1. Proper SnakeEnemy Object Creation 2](#_Toc59195726)

[Test 2. Setting up proper SnakeEnemy values of attributes 2](#_Toc59195727)

[Test 3. Enemy AI 2](#_Toc59195728)

[Boss Enemy: 3](#_Toc59195729)

[Test 1. Proper BossEnemy Object Creation 3](#_Toc59195730)

[Test 2. Setting up proper BossEnemy values of attributes 3](#_Toc59195731)

[Test 3. Enemy AI 3](#_Toc59195732)

[Player 3](#_Toc59195733)

[Test 1. Proper PlayerManager Object Creation 3](#_Toc59195734)

[Test 2. Taking Damage 3](#_Toc59195735)

[Test 3. Death System 4](#_Toc59195736)

[Camera: 4](#_Toc59195737)

[Test 1. Camera collision 4](#_Toc59195738)

[Test 2. In menu camera beheviour 4](#_Toc59195739)

# Snake Enemy:

## Proper SnakeEnemy Object Creation

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

Execution: Creating an objet of SnakeEnemyD

Result:

## Setting up proper SnakeEnemy values of attributes

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

Execution: Manual setting values of enemy Stats like: maximum health, moveSpeed, attackSpeed, demage

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:

# 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, moveSpeed, attackSpeed, demage

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:

# Player

## Proper PlayerManager Object Creation

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

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

Result:

## Taking Damage

Expected result: Player can take damage and die.

Execution: Approaching the enemy, waiting to die. Observing 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. Observing the results in debug mode.

Result:

# Camera:

## 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: