

Test Section	Expected Result	Actual Result	Improvements
Player Movement (0)	The player should be able to move up, left, down, and up with the WASD keys. The player should be able to turn with the mouse X-Axis.	Works perfectly.	Now, this needs to work with the L2 mesh and animation.
Basic AI Patrol (0)	The character should move between three points, waiting five seconds between each move. This should then loop back.	Movements worked. However, the character does not orientate based on movement.	Make sure the character orientates based on movement.
Basic AI Patrol (1)	The character should face the direction they are moving.	Works as intended. Also, added some logging to confirm whether the character has reached a specific point.	Going to be implementing this patrol system to the AI's that will be used within the game.
Interact (0)	When the character is looking at the interactable, the player should be able to press E to turn the visibility and collision off and insert the object into an empty slot of the inventory	Not working, line trace is not passing through the character. This is cutting off all other functionality	Need to make sure that the line trace is ignoring the character
Interact (1)	Line trace should go through the character and help text should appear when the player is close enough and looking at the interactable.	Line trace is working, help text is appearing, however, the camera needs to be positioned precisely	To help with the precise camera issues, I will add a pointer to the game HUD
Interact (2)	Pointer should appear on screen, and make the interact system more user friendly	Works perfectly	N/A
Toggle Inventory (0)	When the player presses the TAB button, the inventory widget should be added to the screen, and pressing TAB again should remove it from screen.	Crashes the project because of an array issue	May need to arrange the amount of button elements on the widget to fit the length of the array

Toggle Inventory (1)	The crash should be fixed	The widget now opens, the widget closes	N/A
Player Movement (1)	The player movement should still be working when the L2 mesh and animation is implemented.	The player movement still works, and the animation works, but only on the X-Axis. On the Y-Axis the legs fall apart. Also, the legs spawn in on the worlds origin, and needs to catch up to the player character.	May need to replace the character mesh and animation. Plus, the player should move slightly faster.
Player Movement (2)	The player should now be moving faster.	Works perfectly.	Remove keys A, S, and D. Replace the character mesh and animation.
Player Movement (3)	The player should now only be able to move with the W key and turn with the mouse.	Works perfectly.	Replace the character mesh and animation.
Basic Use (0)	If the player uses a null item, nothing should happen. Otherwise, each item slot should use the corresponding item. Using the item should either decrement the item uses (unless the item is infinite). If the items uses equal 0, the item should be removed from the inventory, and the visibility and collision of the item should reappear in the game world.	The first item is using the second item, the second item is crashing the project because of an array issue. Items not disappearing from the game world. Also, having to double click to use item.	Firstly, I'm going to fix the mis ordering of elements and array issues.
Basic Use (1)	Clicking either button should not crash the project, the first button should use the first item, and the second button should use the second item.	Works perfectly, no more crashes. Clicking on empty slots still work, only this time on both buttons.	Next, I need to fix the double-clicking issue.
Basic Use (2)	The player should be able to use the items on one click.	Works. In game is now input game only, and widgets are now input game and UI.	Item uses need to be decremented.

Basic Use (3)	When the player uses an item, its uses should be decremented. When uses equal 0, the item should reappear in the game world, and be removed from the inventory (unless infinite)	Works perfectly.	N/A
Basic Discard (0)	When the player presses the discard button, the item should be removed from the inventory, and the items visibility and collision should be working in the game world.	Works perfectly.	N/A
Pause Action (0)	Pause should pause the game and show the pause widget.	Works perfectly.	N/A
Doors (0)	When the player walks up to the door, the door mesh should slide down, and slide up again when the player walks away.	The door jumps forward, and either left or right depending on placement when the door opens. This only happens the first time.	Need to fix values and check settings to see why this is happening.
Doors (1)	The door shouldn't move in the x or y-axis.	Works perfectly.	Now need to add SFX to the door when the player enters and leaves the doors box collision.
Doors (2)	The door SFX should play when the player enters and leaves the doors box collision.	Works perfectly.	The doors need to be placed around the map.
CarGO (0)	The CarGO AI should move to the CarGO room, and back to the charging room. Wait 15 seconds and repeat the process.	Works perfectly.	N/A
M.I.M.A (0)	The M.I.M.A AI should move to the Staff Maintenance Room, to the Ship Maintenance Room, and back to the	Works perfectly.	Need to add SFX.

	Charging Room, wait 15 seconds, and repeat.		
SSR (0)	The SSR AI should patrol in the following order: DOSS, Cargo Room, Oxygen Refresher Room, Steering Room, The Bridge, Fuel Room, Charging Room, Engine 1, Engine 2, Water/Air Storage Room, Staff Maintenance Room, Ship Maintenance Room, Charging Room, wait for 15 seconds and repeat.	SSR gets trapped behind a few walls.	Need to readjust SSR's collision capsule.
SSR (1)	The SSR AI should be able to complete its patrol without getting trapped.	Works perfectly	N/A
Random Malfunctions (0)	Every 30 seconds there should be a 5% chance that either engine, steering room, oxygen refresher room, water/air storage room, fuel storage room, the bridge room, staff maintenance room, and DOSS room, breaks. If not, the process starts again.	Works perfectly.	N/A
Toolbox (0)	When picked up, the changes of random malfunctions should be doubled, and suspicion should increase by 20. When discarded, the chances of random malfunctions should default.	Works perfectly.	N/A
Lighter (0)	Should be usable in the oxygen refreshers room if the room is not damaged.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.

	Suspicion should increase by 20 on use.		
Fire Extinguisher (0)	Should be usable in the oxygen refreshers room if the room is damaged. Suspicion should decrease by 20 on use.	Works. But gets removed from the inventory when the item should be a 3-time use.	Fix the uses variable.
Knife (0)	Should be usable in the fuel room if the room isn't damaged. Suspicion should increase by 20 on use.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.
Fuel Tank (0)	Should be usable in the fuel room if the room is damaged. Suspicion should decrease by 20 on use.	Works. But gets removed from the inventory when the item should be a 3-time use.	Fix the uses variable.
Poison Bottle (0)	Should be usable in the water/air storage room if the room isn't damaged. Suspicion should increase by 20 on use.	Works. But gets removed from the inventory when the item should be a 3-time use.	Fix the uses variable.
Medical Bottle (0)	Should be usable in the water/air storage room if the room is damaged. Suspicion should decrease by 20 on use.	Works. But gets removed from the inventory when the item should be a 3-time use.	Fix the uses variable.
Oil (0)	Should be usable in either engine room if either room is not damaged. Suspicion should increase by 20 on use.	Works. But gets removed from the inventory when the item should be a 3-time use.	Fix the uses variable.
Pipe (0)	Should be usable in the steering room if the room is not damaged. Suspicion should increase by 20 on use.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.
Wrench (0)	Should be usable in either engine room, or the steering room if either room is damaged. Suspicion should decrease by 20 on use.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.

Screwdriver (0)	Should be usable in the staff maintenance room if the room is not damaged. This should permanently damage the room. Suspicion should increase by 20 on use.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.
C2-M2 (0)	The C2-M2 AI should move to a random reachable area in the map, between 3 – 5 times, return to the Charging Room, wait 15 seconds and repeat.	Doesn't cover the entire map.	Need to increase the acceptable radius.
C2-M2 (1)	The C2-M2 AI should be able to move to any reachable location on the map.	Works perfectly.	Need to add SFX.
Virus Data Pad (0)	The virus data pad should be usable in the D.O.S.S room and the bridge room if they are not damaged. This should damage either room. Suspicion should increase by 20 on use.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.
Anti-Virus Data Pad (0)	The anti-virus data pad should be usable in the bridge room if they are damaged. This should repair the bridge room if the bridge room is damaged. Suspicion should decrease by 20 on use.	Works. But gets removed from the inventory when the item should be infinite use.	Fix the uses variable.
D.O.S.S (0)	If the D.O.S.S rooms isn't broken, the D.O.S.S AI should rotate its head upwards the player enters the D.O.S.S trigger box and rotate back down when the player leaves the D.O.S.S trigger box. If broken, the AI should	Mostly works, but D.O.S.S isn't resetting if randomly malfunctioning.	Need to fire the reset D.O.S.S code after D.O.S.S randomly malfunctions.

	reset itself after 30 seconds.		
D.O.S.S (1)	D.O.S.S should reset after 30 seconds after randomly malfunctioning.	Works perfectly.	N/A
c4pt4in (0)	The c4pt4in AI should patrol between The Bridge's terminals, and wait at each of them for 5 seconds, and repeat.	c4pt4in gets trapped behind some of the terminals.	Need to readjust c4pt4in's collision capsule.
c4pt4in (1)	The c4pt4in AI should not get trapped behind the terminals.	Works perfectly.	Need to add SFX.
S.O.S (0)	The S.O.S AI should chase the player if the player suspicion meter is filled until the players suspicion meter is depleted. If S.O.S catches the player, a game over screen should appear. Otherwise, the chase should stop, and the S.O.S AI should return to the Charging Room.	The chase mechanic works, but the S.O.S AI is too slow. Also, the acceptance radius is too big which fires off the game over screen quicker than intended.	Increase the speed of the S.O.S AI. Decrease the A.I acceptance radius.
S.O.S (1)	The S.O.S AI should move faster. The S.O.S needs to fully reach the player character before game over is called.	Works perfectly.	Need to add SFX.
Ship Lights (0)	The ship lights should turn red when the S.O.S chase starts and should default when the chase ends.	Works perfectly.	N/A
APSRD (0)	The APSRD AI should consistently check if either engine, steering room, oxygen refresher room, water/air storage room, fuel storage room, and the bridge is broken. Once found, the check should stop, and after 90 seconds, the APSRD should go	Works, but APSRD is checking too many rooms. They're repairing the staff maintenance room and D.O.S.S.	I need to remove the check for staff maintenance and D.O.S.S.

	to the broken location. After 10 seconds, the room should be repaired, and the APSRD should go back to the charging room and resume the check.		
APSRD (1)	APSRD should not check if D.O.S.S or staff maintenance is broken.	Works perfectly.	N/A
Bomb (0)	Bomb should only be usable in the charging port triggers if the specific port isn't damaged. The bomb should be removed from the inventory after use. Suspicion should increase by 20 on use.	Works perfectly.	Needs pickup and use SFX.
Charging Ports (0)	If destroyed, the AI's tasks should not fire off.	Works for all AI's except for APSRD.	Need to fix APSRD's charging port.
Charging Ports (1)	If APSRD's charging port is destroyed, the APSRD AI should not move or repair.	Works perfectly.	N/A
Multi-Use Pickups	3-time use pickups, and infinite use pickups should not remove from inventory if used the first time.	Works perfectly.	N/A
Player Movement (4)	The new character mesh and animation should look cleaner.	Works perfectly.	N/A
Main Game Music (0)	The main game music should start when the level starts. And should loop.	Doesn't loop.	Make the music a cue.
Main Game Music (1)	The main music should loop.	Works perfectly.	N/A
Chase Music (0)	The chase music should start when the chase begins and should pause the main game music. When the chase ends, the main game music	Works perfectly.	N/A

	should resume, and the chase music should stop.		
Pickups SFX (0)	When each pickup is picked up, the specific pickup SFX should play. If used, the specific pickups use SFX should play.	All working except for the toolboxes pickup SFX.	Fix toolbox pickup SFX.
Pickups SFX (1)	The toolbox pickup SFX should play when picked up.	Works perfectly.	N/A
Ship Destroy (0)	When ship stability reaches 0, the win damage screen should show.	Doesn't get called.	Call the event when ship stability is 0.
Ship Destroy (1)	When ship stability reaches 0, the win damage screen should show.	Works perfectly.	N/A
Ship Repair (0)	When the player repairs 8 rooms, the repair win screen should show.	Works perfectly.	N/A
Game Over Screen (0)	Restart should restart the level, quit should quit to the menu.	Restart goes back to the menu.	Spell the level correctly.
Game Over Screen (1)	Restart should restart the level.	Works perfectly.	N/A
Win Screens (0)	Continue should open the scrolling credits level.	Works perfectly.	N/A
Main Menu (0)	Start should open the main level. Controls should open the controls widget. Options should open the options widget. Credits should open the credits level. Quit should close the game.	Works perfectly.	N/A
Controls (0)	The right arrow button should open the item & robot list widget. The item button should open the anti-virus data pad widget. The robot list button should open the APSRD widget.	Works perfectly.	N/A

	The back button should open the main menu widget.		
Item List (0)	The right arrow (if visible) in should go to the next widget. The left arrow (if visible) should go to the previous widget. The back button will open the item & robot list widget. The widgets are in the following order: anti-virus data pad, bomb, fire extinguisher, fuel tank, knife, lighter, medical bottle, oil, pipe, poison bottle, screwdriver, toolbox, virus data pad, and wrench.	Works perfectly.	N/A
Robot List (0)	The right arrow (if visible) in should go to the next widget. The left arrow (if visible) should go to the previous widget. The back button will open the item & robot list widget. The widgets are in the following order: APSRD, C2-M2, c4pt4in, CarGO, D.O.S.S, M.I.M.A, S.O.S, and SSR.	Works perfectly.	N/A
Scrolling Credits (0)	Should play the scrolling credits video, with music playing in the background. When the video ends, the main menu level should open.	Works perfectly.	N/A
Pause Menu (0)	The resume button should resume the game and close the pause widget. The controls button should open the controls widget. The options button should open	Works. But the controls, and options widgets back buttons will close to the menu.	Variable to differentiate control and options widgets.

	the options widget. The quit button should quit to the menu.		
Pause Menu (1)	Control and option widgets opened by the pause menu should return to the pause menu when closed.	Works perfectly.	N/A