System and Unit Test Report
(Server)

Sprint 3

User Story
As a back-end developer, I need to implement the games logic at the server side

Task
Allow the player to select a cat

Scenario:

- Start App
- Login
- Find Match
- # Once match is found you'll be routed to select cat screen
- Select your cat (Should provide confirmation)

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Task
Add functionality that allows the match to transition between phases

Scenario:

- Both users ready in a match
- Server should send packet to each client notifying next phase

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Task
Implement the distribution of random abilities

Scenario:

- Player readies during the setup phase
- Players are assigned a random ability
- Server sends packet containing random abilities to the respective players during postsetup game phase

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Task
Implement the distribution of random chance cards

Scenario:

- Player readies during the setup phase
- Players are assigned two random chance cards each
- Server sends packet containing random chance cards to the respective players during postsetup game phase

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Task
Allow the player to select a move (purr, guard, scratch)

Scenario:

- Phase enters enact strategies
- Players chooses between three moves (Purr Guard Scratch)
- Server verifies the move is valid and sends a packet to the player informing them if it was indeed valid and selected

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Task
Allow the player to use any of four abilities (conditions apply)

Scenario:

- Player chooses ability 00 Rejuvenation
- Server gives the player 1 HP and sets the ability on cooldown
- Server sends a packet notifying user of changes if any

Scenario:

- Player uses ability 01 Gentleman passively
- Server gives the player 1 chance card if they have dodged two points of damage
- Server sends a packet notifying user of changes if any

Scenario:

- Player uses ability 06 Attacker passively
- Server gives the [;ayer 1 chance card if they have dealt two points of damage
- Server sends a packet notifying user of changes if any

Scenario:

- Player chooses ability 07 Critical Hit
- Server gives the player a damage modifier of x2 and set the ability on cooldown
- Server sends a packet notifying user of changes if any