

**Group Members:** Alex Southard, Aryan Regmi, Ryan McGarvey, Nate Jones, Anton Machkasov, Kelley Kelley

**Project Title:** Text Adventure

**User Acceptance Tests:**

**Saving Game:** User will hit the save button, and their information will be saved and sent to the database. On loading the save file, the game state held by the save file will be loaded such that the character and map will be identical to how they left it. The user will have no way of editing the save file. We'll run a mock save and load to make sure our implementation works.

**Information displayed in a legible/usable format:** We will go through the game, checking all the instances where information is displayed, and make sure that the details of the information are properly formatted and easy to understand.

A player (who did not take part in designing the game) will be given the user interface with minimal context (same as a future user), and we will make sure that the items

**Fully functioning user interface:** A developer will play through the entire game, testing all user-controlled features (such as saving, combat, moving from room to room, as well as picking up and dropping items). All expected user input will be checked for exactly specified behavior. Additionally, the developer will try to execute nonsensical and malformed commands to make sure that the program is unable to cause unexpected or compromising actions.