System and Unit Test Report
Rocket Slug
Team Rocket
7/25/17

System Test Scenarios:

User story 1 from Sprint 1: As a player, I want to be able to view conceptual art designs for the game so I can see the game I am playing.

Scenario:
User story 1 was not implemented, therefore no system test is done.

User story 1 from Sprint 2: As a player, I want to be able to control the slug so I can be able to play the game itself.

User story 2 from Sprint 2: As a player, I want to be able to avoid oncoming obstacles so I can be able progress though the game.

User story 3 from Sprint 2: As a player, I want to be able to collect fuels so I can be able to progress through the game.

User story 4 from Sprint 2: As a player, I want to be able to answer the randomly generated math problems so I can progress through the game.

Scenario 1:
User story 2, 3, 4 were not implemented, therefore no system tests are done.

1. Start **Rocket Slug** application on an android-based mobile phone.

2. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left.

3. User should be able to see the **Slug**'s movements.

User story 1 from Sprint 3: As a player, I want to be able to view finalized art designs for the game so I can see the game I am playing.

User story 2 from Sprint 3: As a player, I want to be able to hear music and sound effects in the background so I can hear what game I am playing.

Scenario 1:
Based on User story 2 from Sprint 2

1. Start **Rocket Slug** application on an android-based mobile phone.

2. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to avoid incoming **Asteroid** obstacles.

3. User should be able to see the **Slug**'s movements and **Asteroid** obstacles.

Scenario 2:
Based on User story 3 from Sprint 2

1. Start **Rocket Slug** application on an android-based mobile phone.

2. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to avoid incoming **Asteroid** obstacles.

3. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to collect incoming **Fuel Tank** objects.

4. User should be able to see the **Slug**'s movements, **Asteroid** obstacles, and **Fuel Tank** objects.

Scenario 3:
Based on User story 4 from Sprint 2

1. Start **Rocket Slug** application on an android-based mobile phone.

2. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to avoid incoming **Asteroid** obstacles.

3. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to collect incoming **Fuel Tank** objects.

4. On **Fuel Tank** collision, a **Randomly Generated Math Problem** will appear on screen for a short amount of time.

5. Press button: **True** or **False** or wait until timer expires to continue the game.

6. User should be able to see the **Slug**'s movements, **Asteroid** obstacles, **Fuel Tank** objects, and **Randomly Generated Math Problems** with pressable buttons: **True** or **False**.

Scenario 4:
Based on User story 1 from Sprint 3

1. Start **Rocket Slug** application on an android-based mobile phone.

2. Press button: **PLAY GAME** on **Main Menu** to play.

3. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to avoid incoming **Asteroid** obstacles.

4. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to collect incoming **Fuel Tank** objects.

5. On **Fuel Tank** collision, a **Randomly Generated Math Problem** will appear on screen for a short amount of time.

6. Press button: **True** or **False** or wait until timer expires to continue the game.

7. User should be able to see the **Slug**'s movements, **Asteroid** obstacles, **Fuel Tank** objects, **Randomly Generated Math Problems** with pressable buttons: **True** or **False**, and **Main Menu** with pressable button: **PLAY GAME**.

Scenario 5:
Based on User story 2 from Sprint 3

1. Start **Rocket Slug** application on an android-based mobile phone.

2. Turn on volume to hear **In-game Music**.

3. Press button: **PLAY GAME** on **Main Menu** to play.

4. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to avoid incoming **Asteroid** obstacles.

5. Drag **Slug** on the bottom of the screen using one finger and move it across the screen from left to right or right to left to collect incoming **Fuel Tank** objects.

6. On **Fuel Tank** collision, a **Randomly Generated Math Problem** will appear on screen for a short amount of time.

7. Press button: **True** or **False** or wait until timer expires to continue the game.

8. User should be able to see the **Slug**'s movements, **Asteroid** obstacles, **Fuel Tank** objects, **Randomly Generated Math Problems** with pressable buttons: **True** or **False**, and **Main Menu** with pressable button: **PLAY GAME**. User should hear **In-game Music**.