**System and Unit Test Report**

Krab Klashers

Ms. Krabs

3/11/15

**System Test Scenarios**

**(NOTE: To ensure proper system testing, testing must be done with the Ms. Krab team to test all features and functionality in a multiplayer setting. System testing cannot be completed solo.)**

**Test 1. Movement of a complete/animated 3D player in all levels with multiplayer networking**

User Stories:

1. User Story 1 Sprint 1: As a player, I want to be able to move and jump around a 3D environment, so that I can traverse the levels.
2. User Story 2 Sprint 1: As a Product Owner, I want a 3D modeled/textured character, so that players can enjoy vivid 3D graphics as opposed to flat 2D graphics
3. User Story 3 Sprint 1: As a Product Owner, I want a 1st Person point of view, so players can experience the game in a more engaging way and really feel like a krab.
4. User Story 4 Sprint 1: As a developer I want animations for moving and attacking, so that the game and character is dynamic and given some life.
5. User Story 5 Sprint 1: As a developer, I want to create a solid first level, with texture, objects, and lighting, so that players can play in it and engage in combat
6. User Story 1 Sprint 2: As a player, I want multiplayer, so that I can play with friends, engage in dynamic gameplay, and play competitively.
7. User Story 6 Sprint 2: As a developer, I want particle effects for the Krab so that the character can be aesthetically pleasing and graphically impressive.
8. User Story 7 Sprint 3: As a developer, I want level refining, so that the levels are smooth and non-glitchy, allowing players to enjoy the levels without any problems.
9. User Story 8 Sprint 3: As a developer, I want the art to be refined, so that the game looks polished and professional for players to enjoy without being turned off aesthetically.

Scenario 1:

(note: ensure the sounds of attack with left and right mouse click are audible)

1. Ensure you are connected to the internet (NOT cruznet)
2. Launch Krab Klashers
3. Select the level, Frigid
4. Set your name, select your color, and join the existing room
5. Move the player throughout the level with WASD
6. Jump with spacebar
7. Press left mouse, then right mouse to attack and dash respectively

Scenario 2:

(note: ensure the sounds of attack with left and right mouse click are audible)

1. Ensure you are connected to the internet (NOT cruznet)
2. Launch Krab Klashers
3. Select the level, Coastal
4. Set your name, select your color, and join the existing room
5. Move the player throughout the level with WASD
6. Jump with spacebar
7. Press left mouse, then right mouse to attack and dash respectively

Scenario 3:

(note: ensure the sounds of attack with left and right mouse click are audible)

1. Ensure you are connected to the internet (NOT cruznet)
2. Launch Krab Klashers
3. Select the level, Eruption
4. Set your name, select your color, and join the existing room
5. Move the player throughout the level with WASD
6. Jump with spacebar
7. Press left mouse, then right mouse to attack and dash respectively

Scenario 4:

(note: ensure the sounds of attack with left and right mouse click are audible)

1. Ensure you are connected to the internet (NOT cruznet)
2. Launch Krab Klashers
3. Select the level, Level X
4. Set your name, select your color, and join the existing room
5. Move the player throughout the level with WASD
6. Jump with spacebar
7. Press left mouse, then right mouse to attack and dash respectively

**Test 2. Using combat mechanics (attack, dash, parry), testing player death/animation, respawn, and scoreboard with other players in a level with sounds**

User Stories:

1. User Story 2 Sprint 2: As a player, I want basic attacking so that I can defeat other players and win the match.
2. User Story 3 Sprint 2: As a Product Owner, I want a dash attack, so players can engage in a new combat mechanic that adds dynamic to the combat and gameplay.
3. User Story 4 Sprint 2: As a developer, I want respawn points, so players can spawn in various areas around the level, and continue playing after they die
4. User Story 5 Sprint 2: As a Product Owner, I want a 2nd level, so players can be entertained with a different environment to fight in and enjoy other level types.
5. User Story 7 Sprint 2: As a developer, I want a death animation, so players are indicated of another players death as opposed to just having the player disappear.
6. User Story 1 Sprint 3: As a developer, I want parrying, so dashing combat is balanced and allows for player deflection and not instant death.
7. User Story 3 Sprint 3: As a developer, I want respawning to be refined and finalized, so that the gameplay is balanced and so characters are spawned in appropriate areas of the level.
8. User Story 4 Sprint 3: As a developer, I want my game numbers to be refined, so that the game functions as desired, has smooth gameplay, and is neither too easy nor too hard.
9. User Story 7 Sprint 3: As a developer, I want level refining, so that the levels are smooth and non-glitchy, allowing players to enjoy the levels without any problems.
10. User Story 8 Sprint 3: As a developer, I want the art to be refined, so that the game looks polished and professional for players to enjoy without being turned off aesthetically.
11. User Story 9 Sprint 3: As a developer, I want sound to be polished, so that the game engages and immerses players in the game with appropriate sounds of combat and interaction.

Scenario 1:

(note: ensure the sounds of attacking and other players are audible during test)

1. Ensure you are NOT connected to cruznet
2. Launch Krab Klashers
3. Select the level, Level Coastal
4. Set your name, select your color, and join the existing room
5. Locate another player, attack with left mouse click
   1. If you die, ensure you are respawned and redo, else, if your target opponent dies, success and continue
   2. check scoreboard with shift to see opponent is killed
6. Locate another player. attack with right mouse click
   1. If you die, ensure you are respawned and redo, else if your target opponent dies, success and continue
   2. check scoreboard with shift to see opponent is killed
7. Locate the red player, engage in right mouse click dash attack
   1. If you die, ensure you are respawned and redo, else, if you bounce off or deflect, success and continue
8. Check your scoreboard with shift, to ensure death and kills are recorded

**Test 3. Setting name, krab color, creating a room, and selecting a level.**

User Stories:

1. User Story 5 Sprint 3: As a Product Owner, I want the game to feature a cool, clean, and intuitive menu, so players can pick-up and play quickly, set their name, color, and create/join levels/rooms.
2. User Story 6 Sprint 3: As a developer, I want to create a title screen, so players are given an idea of what the game is about, and aesthetically draws their attention.
3. User Story 2 Sprint 3: As a Product Owner, I want a 3rd level, so that players can engaged in a new environment and can give the game more replay value.
4. User Story 7 Sprint 3: As a developer, I want level refining, so that the levels are smooth and non-glitchy, allowing players to enjoy the levels without any problems.
5. User Story 8 Sprint 3: As a developer, I want the art to be refined, so that the game looks polished and professional for players to enjoy without being turned off aesthetically.

Scenario 1:

1. Ensure you are connected to the internet (NOT cruznet)
2. Launch Krab Klashers
3. Select the level for the room
4. Set your name in the name fields
5. Select a color
6. Create a room with a name