

Sektor CS Test Plan

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Description:

Earth is trapped in a force field by an alien race! Four enemy commanders wield the generators that power this barrier. It is your job to seek these commanders out and vanquish them. Along the way, you'll encounter aliens, space pirates, asteroids, and upgrades for your ship!

This game is exploration based, so little guidance is given to the player other than the basic control scheme. The four boss units drop upgrades when killed (make sure to check if you have a new weapon!), and upgrades are also scattered around space. Certain bosses are only affected by certain weapons. You must try different tactics out when fighting these powerful enemies!

Side note: To create an arcade-like feel, death is not penalized other than with a respawn, so be aggressive!

Instructions:

Goal: Kill all four boss units, which are scattered about the world but are all close to the starting sector. In order to be strong enough to fight these bosses, you'll need to acquire upgrades that you'll find as you explore outer space.

Losing Condition: When health reaches 0, your ship dies and respawns where it initially started.

Other notes: Stamina is present in *Sektor CS*. The default weapon does not use stamina, but the acquired weapons do. Stamina regenerates over time. You cannot fire a weapon if you lack the stamina to do so.

Control Scheme:

Keyboard / Mouse:

Mouse: Rotate ship

Left Click (hold): Move the ship forward

Right Click / Spacebar: Fire the current weapon

C: Cycle weapons (when applicable)

P: Pause game

Joystick (mapping given for N-64 controller):

Joystick: Move ship in the direction it points

A: Fire your current weapon

B: Cycle weapons (when applicable)

START: Pause game

Additional Comments and Suggestions (for after testing):

Task Checklist:

Task:	Expected Result:	Additional Comments
Bump into an asteroid	Your ship gets bumped back.	
Kill an enemy while you are at maximum health.	Your health should not regenerate past your maximum health.	
Get hit or damaged by another object or enemy.	Your health should decrease.	
Get hit or damaged by another object or enemy. Kill any enemy unit.	Your health should decrease when you get hit by the enemy. Your health should regenerate after killing the enemy.	
Kill an enemy, leave the sector (current screen) and come back to where the enemy was.	The enemy should have respawned if it was not a boss (did not drop an item)	
Acquire an upgrade pack after killing a boss (looks like a grey diamond) or exploring.	The ship image changes each time you acquire an upgrade from a boss (for a maximum of four images)	
Acquire an upgrade from any sector's challenge, leave the sector, then come back.	The upgrade should no longer appear there are again.	
Go to the upper left sector, kill the boss there, attain his upgrade, then try to switch your weapon, then fire.	Instead of firing lasers, you should now be firing missiles every time you press the button to fire.	
Press P or START	Pauses the game. Nothing moves and nothing harms the player	
Upon death press P or ESC.	Instant respawn rather than 2 sec wait time.	
Attempt to defeat all four bosses without closing the game.	You should see a win message, but still be allowed to keep playing.	

Please rank our game from 1 (worst) - 5 (best): 1 2 3 4 5