

Team Unacceptable

Sprint 2

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1. Interface Design

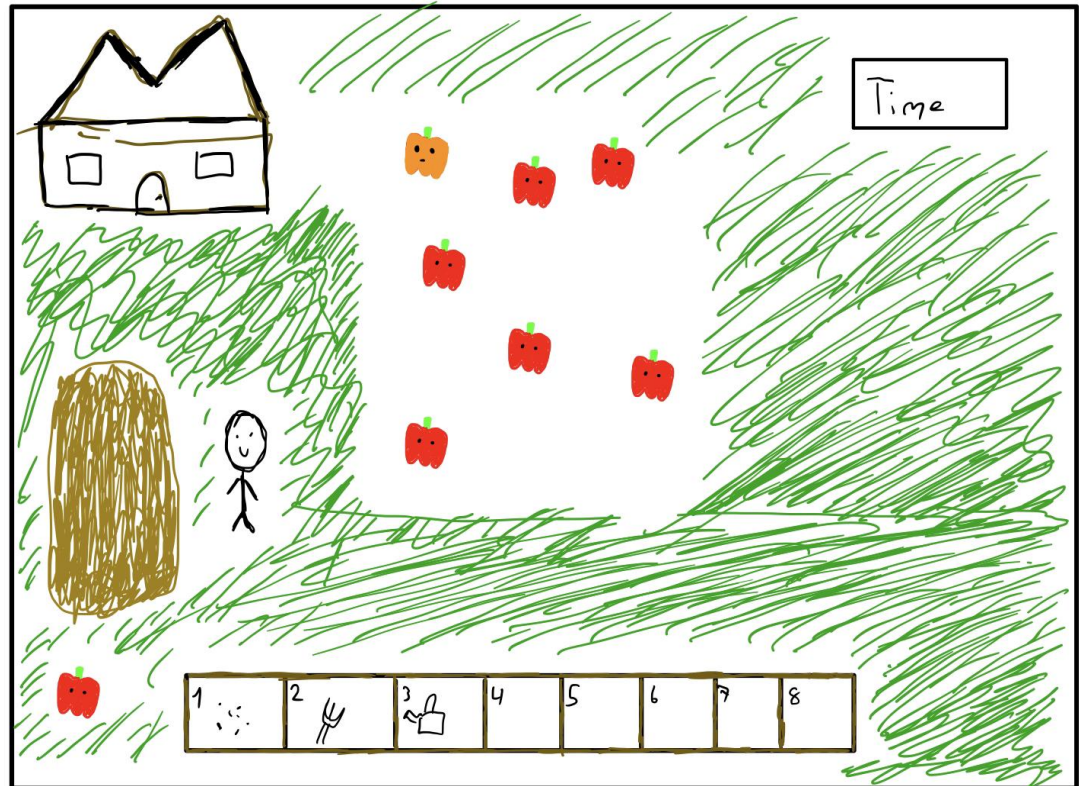
1a. Start Menu

Functional area - menu

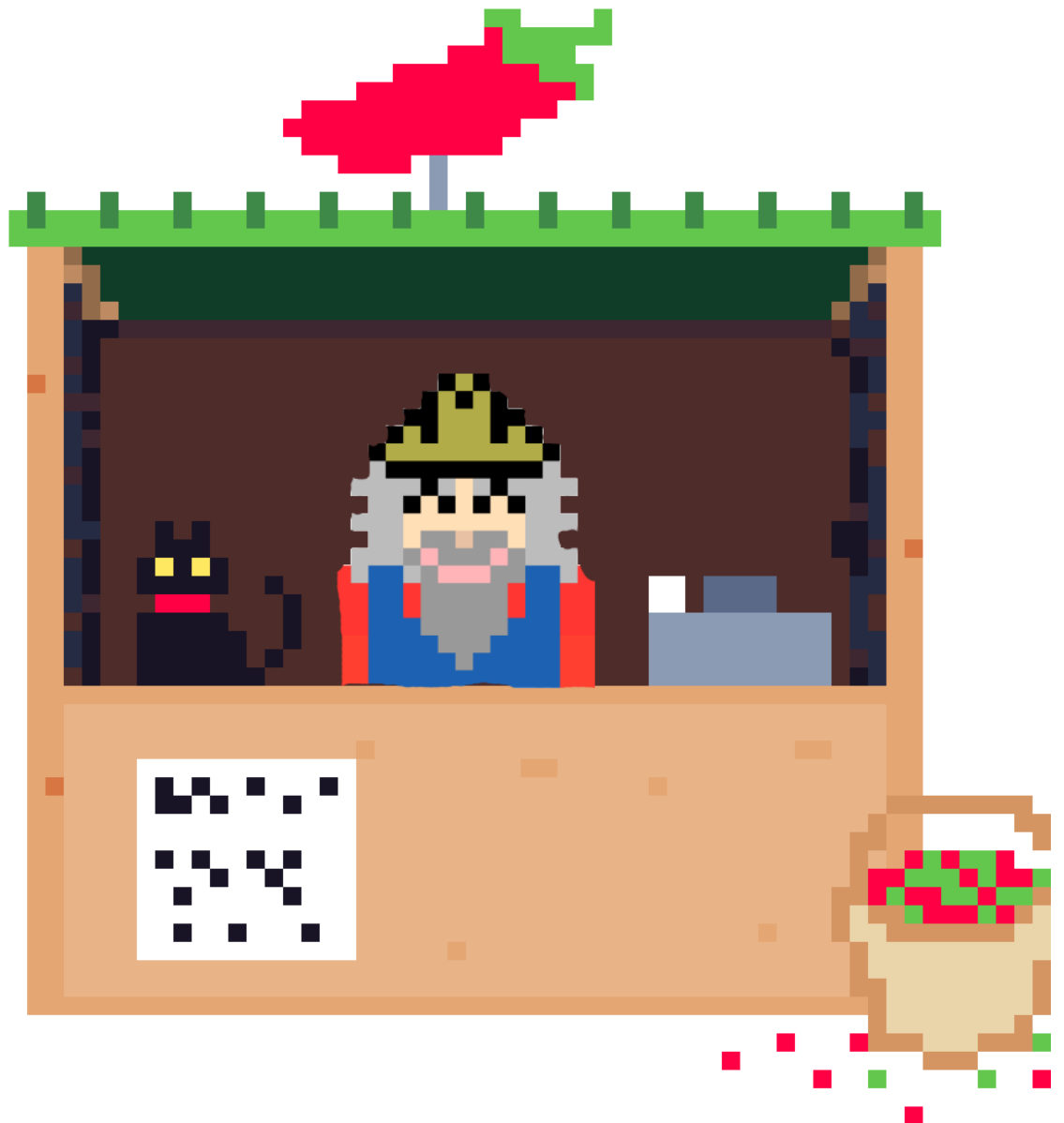


1b. Gameplay (UI)

Functional area gameplay - UI



1c. Farmstand



2. Data Design

2a. Start Menu

Menu

Attributes (type)	startGame (Button) startMessage(string) Sounds isMusicOn (boolean) validStart
Behavior	startNewGame() buttonClick() exit() ChangeMusic() SelectOptionsMenu() getHighScores()

2b. Gameplay

Hero (main character)

Attributes	Name Energy Experience* Money
Behavior	move() plant() useTool() sell() breedPeps() interaction() openPepHub()

Peppers

Attributes	Age Breed Color ID Season Mood
Behavior	walk() turn() hybridize()

2c. Farmstand

Linus

Attributes	Name Facial expression Clothing Inventory
Behavior	talk() changeOutfit() smile() blankLook() turn()

3. Test Plan

Name	MM-01: Verify that when the user presses on the “action key” (e) while “Start Game” is highlighted on the Main Menu, a new game is initiated
Requirement ID	MM-01
Requirement	A standard working QWERTY keyboard
Preconditions	The executable Pepper_Quest.exe is loaded
Steps	<ol style="list-style-type: none"> 1. Verify upon initial launch, the Start menu option is highlighted. 2. Press the “action key” (e) on the keyboard to select the “Start” option. 3. Verify the Start menu fades out and the main interface loads viewing the Pepper Farm and farmer Sprite.
Expected results	<ol style="list-style-type: none"> 1. The start menu should fade out and the main interface should load, and we should view the Pepper Farm and Sprite.

Requirement	Requirement ID	Method/Function	Test/Data	Expected Results	Actual Results
Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the “Start Game” button. Press action key (e) on the keyboard.	New game starts. Gameplay window is loaded.	
Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the “Start Game” button. Press action key (E) on the keyboard.	New game starts. Gameplay window is loaded.	

Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the "Start Game" button. Left click on the "Start Game" button with the mouse.	New game starts. Gameplay window is loaded.	
Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the "Start Game" button. Right click on the "Start Game" button with the mouse.	Error message is displayed.	
Select Options	MM-02	selectOptions()	Highlight the "Select Options" button. Press action key (e) on the keyboard.	The options menu opens.	
Select Options	MM-02	selectOptions()	Highlight the "Select Options" button. Press action key (E) on the keyboard.	The options menu opens.	
Select Options	MM-02	selectOptions()	Press any other key while highlighted on the "Select Options" button.	The options menu does not open.	
Select Options -> Music	MM-03	changeMusic()	The game starts with the music on. User highlights the music off button. Uses action key (e).	The music turns off. The button changes to "Music on"	
Select Options -> Music	MM-03	changeMusic()	The game starts with the music on. User highlights the music off button. User presses key (k).	Nothing happens	
Select Options -> Music	MM-03	changeMusic()	After the user turns the music off, the user ensures the music on button is highlighted. User presses the "Music on" button.	Music will turn back on. The button changes to "Music off"	

Select Options -> Music	MM-03	changeMusic()	After the user turns the music off, the user clicks on the "Music on" button.	Nothing will happen	
Select Exit	MM-04	exit()	Highlight Exit button. Press action key (e) on the keyboard.	The program window closes	
Select Exit	MM-04	exit()	Highlight Exit button. Press key (k) on the keyboard.	Nothing will happen	
Select Exit	MM-04	exit()	Highlight Exit button. Use mouse to left click on Exit button.	Nothing will happen	