

System and Unit Test Report

Product Name: Recycling Game (wt.)

Team Name: We're Not Trash

November 30, 2016

- A. User story 1 from sprint 1: As a player, I want a game so that I can be engaged and rewarded.
- a. Start Recycling Game app; select “Start Game”; press play. User should see a game screen with a timer on top, score on top-left, three different trash bins and a trash object to swipe into the respective bins.
- B. User story 2 from sprint 1: As an environmentally conscious person, I want to learn proper waste disposal so that I can apply this knowledge to real life.
- a. User will play the game and learn which types of trash should go into which kind of waste bin.
- C. User story 1 from sprint 2: As a player, I want a profile and avatar so that I can track my score and reward myself for my in-game performance
- a. Start Recycling Game app; select the “person icon”; sign in, type;
 - Username = <JohnDoe>
 - Password = <Password!>
 - b. If no account, Start app, select the “person icon”; press create account, type;
 - Username = <JohnDoe>
 - Email = <John.doe@email.com>
 - Password = <Password!>

- Confirm Password = <Password!>
- Press submit.

D. User story 2 from sprint 2: As a player, I want to earn points and spend them so that I can customize my avatar.

- a. User earn points when playing the game. Each trash item that is swiped into the correct bin the user receives one point.

E. User story 1 from sprint 3: As a designer, I want polished graphics so that it is easy to identify distinct elements in the game space.

- a. When running the game, there are four main elements the user must pay attention to: the three trash bins and the object they must swipe. Each trash bin is colored differently and labeled and the trash items are easily recognizable.