

Non-Functional requirements stories

Set up environment

The environment includes the unity framework that has to be downloaded as a development tool to be used together with visual studio 2015.

Save Method

When the level terminates, the objects containing the level number and other data relevant to the player is serialized into a binary file that can be reloaded to bring the user back where he left from.

Access/Load Method

When the user clicks on a saved file slot the load function reads the appropriate binary file to bring the user where he left off in his last game.

Merging UI and Game

Implemented using the scene change method of the unity library. This will change from the start scene to the save system to the actual game and all the other scenes.

Set-Up testing environment

The continuous integration tool we are using is Travis CI. In order to make it compatible with the UI we need to only include the C# script files as the files being tested. We also need to configure our NUGET package manager to download NUnit and use it as our testing framework.