

Yellow Boi v1 Requirements and Test Plans

constraints:

- run on windows, Linux, MacOS
- able to use keyboard keys for movement
- ghost and pacman are constrained by walls
- game doesn't start till purposely stared by player
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requirement:

- must be able navigate through menus to the desired location without issue
- must have at least 3 levels of 3 different map variations, able to change game settings from menu
- player must be able to pause the game with the menu with the option to resume, edit or quit the game seamlessly
- must be able to complete an entire level without issue
- must be able to use controllers
- pacman ai must be able to finish game
- players must able to traverse the game to completion

Qualities:

- arcade theme, sound, and gameplay
- still simple look though
- easy to navigate
- Run at least 30 frames per second in 2D

Test Plans:

- Have the game run without access the gameboard but able to navigate through the menus
- Have the level select menu be able to continuously initiate 3 different gameboards successfully
- While the gameboard is running show that ESC button or controller menu button and each option is accessed successfully.
- Game must run without players running into unintended obstacles until game level is completed by running a level on the gameboard to the end
- Game must be able to run without issues while the player uses a controller to navigate menus and control the ghosts by running the game to select menus and move the ghost
- In the game the pacman ai must be able to traverse the whole gameboard and complete the game without issue by not using any players so it can traverse the whole map and the game ends when the pacman dies
- The players must be able to use the available controls to complete the game without issue by running the gameboard with a stationary pacman to finish the game and moving around the entire map.