NAME OF THE PRODUCT

Prepared By:

Fabricio Gentile

01/05/2020

TABLE OF CONTENTS

1. Introduction

The product is a pixeled 2D side scrolling platform game. At first divided into three levels with a different range of enemies and bosses. In order to kill the enemies, the player can attack shooting a ball of flame from using the left mouse click. In the game scene, the player’s health bar and boss’s health bar will be represented by diamonds (red for the player and blue for the boss), the background will be used repeatedly, the player will be presented with some health pickups to increase his health

The player will be presented with a main menu which he can start the game, change the

The game will have three options on start-up: ‘Play’, ‘Settings’, and ‘Exit Game’.

Selecting ‘Play’ will take the player into the game and the player will begin at Level 1. If a save system is able to be implemented, the player will begin at their last saved point. ‘Settings’ will allow the player to edit game settings, such as sound level and music level. ‘Exit Game’ will quit the application’. OPTIONAL: Include a ‘Load Save’, ‘Save Game’, and ‘Delete Save’ option. This will allow the player to create multiple save files and be able to choose which one to load.

2.0

2.1. Test Objectives

The objective of testing is to assure that the system meets the full requirements, fit metrics for each quality requirement and satisfies the use case scenarios and maintain the quality of the product. The software test will ensure that our software is free from high and medium severity defects and all the game logic will function as intended. For example:

After killing the boss, the player should go to the next level.

Picking up the “health pickup”, the health of the player should increase

3.0 SCOPE

* 3.1 Functions to be tested. he menu and the menu functions
* art (character model, platform, texture, objects, enemies, etc.)
* animation (when the player/ enemy is attacking)
* music
* audio and the sound effect
* title screens
* game logic and flow
* world/scene/level
* increasing levels of difficulty
* the scoring
* the game options (game start or menu selection, game pause, pause menu options)
* health bar and health pickup

4.0

5.0