System and Unit Test Report
A Code World
Team CodeA
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Sprint 1
User Story 1: As a developer, I want to have a general level design finished so that I can have a basic map to contain everything.
User Story 2: As a developer, I want to have basic characters so that I can start testing the levels.
User Story 3: As a player, I want to have basic functions so that I can move the characters around.

Scenario:
1. Click start button to begin game
2. A character will spawn in a basic room with walls on all sides and plenty of space to traverse
3. Click arrow keys to move character
    a. Click up arrow to move up
    b. Click down arrow to move down
    c. Click left arrow to move left
    d. Click right arrow to move right

Sprint 2
User Story 1: As a player, I want to have procedurally generated playable levels so that each time I play will be a different experience.
User Story 2: As a developer, I want to have a working python interpreter so that I can interpret the user's commands.

Scenario:
1. Click start button to begin game
2. Click arrow keys to move character through the doors on the sides of the room
    a. User will be moved to another room adjacent from the previous one
3. User will traverse through a level map full of procedurally generated rooms
    a. As the character goes through new doors, the level map will be updated and create randomized rooms accordingly

Sprint 3
User Story 1: As a developer, I want an in-game text editor so that the players can give commands to the bot.
User Story 2: As a player, I want to have enemies and traps so that there will be challenges in the game.
User Story 3: As a player, I want to have items so that there will be interesting choices and powers.
Scenario:

1. Click start button to begin game
2. Enter desired code for how the character should move around in the text editor that appears
3. Click run to have the character execute the commands
   a. if the character makes contact with an enemy it will kill it but also lose health
   b. If the character make contact with a potion to pick up and regain health.

Sprint 4

User Story 1: As a developer, I want to add artwork and sprites to the game so that the game will look interesting and enjoyable.

User Story 2: As a player, I want to have game elements such as a title screen, UI, defeat screen, etc. to complete the experience.

Scenario:
1. Click start button to begin game
2. A title screen will appear, click on "Begin" to start the game
   a. User can see that enemy and character entities will have a new visible sprite attached to each
   b. User can see their score and the amount of arrows that have been picked up
   c. User can reach stairs to increase their score and enter a new level map
3. After character has run out of health, the defeat screen will appear
4. Select replay button to restart the game