Acceptance Test

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| **Item** | **Expected** | **Result** | **Pass/fail** |
| Update enemy part class to work with any enemy | Originally had to split the enemy image into 4, white them out and hard code it to a specific enemy.  Want to be able to dynamically split the image into 4 and add the white on for every enemy type instead of hardcoding different images to each type. | When the enemy dies, it does split it into 4 and whites them out as well. Don’t have to have 4 separate images in the folder for them. | Pass – ai261 |
| Invulnerable frames on taking damage | Character doesn’t take continuous damage when trapped into a corner or pin-balled between enemies with no escape. Gives the character a chance to escape when trapped. | Character doesn’t take continuous damage when trapped but still cannot escape from the corner, therefore only prolongs his inevitable death. | Fail – ai261, samd3 |
| Add new obstacle | Add another obstacle that you can’t walk through or shoot over. | Added a house onto the map which does the job, however still had white background on it and the art of the house doesn’t fit out game. | Fail – ai261 |
| Changed the house so it fits our style and got rid of the white background. | Pass - ai261 |
| Unpathable tiles | Code so the actors is unable to walk over obstacles but is still able to shoot over it. | Does the job, any actors with projectiles is able to shoot over these tiles (i.e. lake) | Pass – samd3 |
| Get a tank type sprite and code the tank type enemy | Add another enemy so it is slower than a Walker type, but has more health and damage. | Swapped the original walker sprite to a different one and made that walker sprite into a tank. Does everything expected | Pass – cw569 |

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| **Item** | **Expected** | **Result** | **Pass/fail** |
| Get a range type sprite and code the range type enemy | Add another enemy so It has less health and fires projectiles towards the character | Added the enemy and does fire at the character, however the speed of the bullet is too fast .  Need to give a sense of randomness at the rate of fire example. set cooldown of 60 + random number between 1 and 30.  Make the angle at which if fires random so it can sometimes spray in front of the character and not always behind it. | Fail – samd3 |
|  |  | Completed all suggested fixes mentioned above.  Bullets travels slower, fires at random intervals and does spray at random angles. | Pass – samd3 |
| Make enemy stats scalable based on level | Increase the health and damage of all enemy types at a set rate so progressively make the game harder | Has implemented this and the enemy’s stats does increased based on level progression. | Pass – ai261, cw569 |
| Design and code title screen | Create a title screen with instruction “press space to start” and it jumps straight into the game. | Done | Pass - ai261, cw569, samd3 |

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| **Item** | **Expected** | **Result** | **Pass/fail** |
| Make different area levels and transition phase between levels | Code so every time a level is completed, you can travel to the next one and it will randomly generate obstacles onto the screen. e.g. generate random sized lakes. | Was able to transition between levels up to level 4 and then crashes after.  Wasn’t able to randomly generate obstacles onto the map. | Fail – ai261 |
| it can now randomly generate obstacles after each level.  There are now 5 set patterns of enemy and it can now iterate through each patter after every completed level infinitely. | Pass ai-261, cw569 |
| Code double damage power up | Code so after picking up the power up, character has 2x damage for a set period of time and make the icon in the UI to flash, indicating timer is nearly up and then reverting the damage back. | Has coded so damage is doubled after picking up the sword and the icon flashing works.  However, double damage power up can stack if more than one is picked up. Need to change so if multiple power up is picked up it resets the timer and not constantly double the damage. | Fail – samd3, cw569 |
| Fixed the issue where double damage could stack infinitely. | Pass – samd3, cw569 |
| Code double movement power up | Code so after picking up the power up, character is able to move twice as fast for a period of time.  UI icon for this power up should flash when timer is nearly up. | Does what we expected it to do. | Pass – samd3, cw569 |

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| **Item** | **Expected** | **Result** | **Pass/fail** |
| Code shield power up | Code so after picking up the power up, character is immune to any damage and knock back effect for a period of time.  UI icon for this power up should flash when timer is nearly up. | Does what we expected it to do. | Pass – samd3, ai261 |
| Code health pick up | Code so after picking up a health pack. character recovers health. | Character does recover health but it can go past the characters maximum health.  Need to change so it adds percentage of maximum health back, not a flat health. | Fail – samd3, ai261 |
| Fixed all issues mentioned. | Pass – samd3, ai261 |
| Design and code game over screen. | Make a game over screen when the character dies.  Add instructions “press space to restart” and code it so it jumps back to title screen. | Has done everything mentioned but should change the font so it is consistent with the title screen. | Fail – ai261 |
| Fixed previous issue so the game over font matches the title screen. | Pass –ai261 |