Acceptance Test

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| **Item** | **Expected** | **Result** | **Pass/fail** |
| Create boss level | one single enemy that stands in the middle of the map with different attack types as you progress through the levels.  First attack – stars show up on the map indicating where the boss will attack, and the player will have to move away to avoid them.  Second attack – fires projectile at the character similar to the range enemy type.  Third attack – fires homing projectiles at the character similar to the RPG weapon.  Terrain for this boss will also be unique and different from the other levels. | Successfully created a boss that appears at the centre of the map, with the range of attacks as mentioned.  Need to refactor code to reduce repetitive code.  Need to change the timing of the of the first attack, so the star appears first and then the attack takes place after a delay, instead of attacking right away.  Need to change the second attack so the projectile fires from the staff of the boss, not the centre of the boss.  Need to be able to cycle through attacks one after the other after the boss reaches a certain percentage of health.  Add animation to the attack. | Fail – ai261 |
| Successfully refactored code, add animation to the attack, reposition where the projectiles came from.  Need to add more of a delay on the first attack.  Was about the cycle through attacks based on health. Need to change so the boss’ attack is based on what level is it as well. | Fail – samd3, ai261 |
| Successfully implemented all changes mentioned. | Pass – ai261, samd3 |
| Add flying type enemy | Enemy can move over any types of obstacle in the way, straight to the character. | Did what was mentioned. | Pass – samd3 |
| Gun rate of fire upgrade | A rare item drop that permanently improves the rate of fire of the gun. | Able to increase the rate of fire of the gun.  Add so it can also upgrade the max ammo count of the gun by 20  Add a cap to the rate of fire. | Fail – samd3 |
| Implemented all changes as mentioned | Pass – samd3, cw569 |
| Weapons damage upgrade | A rare item drop that permanently increases melee damage | does everything as it should | Pass – samd3, cw569 |
| Gun damage upgrade | A rare item drop that permanently increases range damage | Does everything as it should | Pass – samd3, cw569 |
| Health bar upgrade | A rare item drop that permanently increases max health of the character | Does increase the max health of the character.  Change so it also increases the current health of the character at the same rate. | Fail – ai261 |
| Successfully implanted changes as mentioned | Pass – samd3, ai261 |
| Introduction page for explaining the game | Add another screen after the title screen to explain the controls of the game | Does as it should. | Pass – ai261 |
| Add sound | Add background music to the game and adding sound effects to every interaction in the game, i.e. sword swing, gun fire etc. | Successfully added background music through the game, added additional game over music and overall sound effects  Also added a mute button to mute the music | Pass -ai261, samd3 |

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| Add RPG weapon | Add a homing projectile attack that finds an enemy on the map and follows it until it hits. | Able to add a homing projectile  Kept crashing the game if more than one projectile tracked one enemy and the enemy died, leaving the rest of the projectile nothing to track, crashing the game. | Fail - ai261 |
| Fixed the bug as mentioned and now the projectile will redirect to a different enemy on the map, if there are none then the project will fire in that direction until it hits a wall | Pass – samd3 |
| Save function | Able to produce a password that saves the state of the game.  Each part of the game information, i.e. the level, what current health, the max health, ammo count and max ammo count etc, should be converted into bits.  These bits are then encrypted and translated into ASCII characters for the user to copy. | Was able to do everything and produce the password whenever the game was paused.  Need to change so the state of the game is only saved when a level is completed | Fail – ai261 |
| Implemented the changes. | Pass – ai261 |
| Load function | Able to input the password into the game and successfully load the state of the game from the save state. | Was about to successfully make the game load back to the saved state.  Add some checks so user cannot input any random characters and still load random game at a random state | Fail – ai261 |
| Added in checksums so only a specific generated password works. | Pass – ai261 |
| Damage numbers | Add animated indication whenever an enemy or character gets hit, displaying the amount of damage that took place | Successfully implemented this | Pass - cw569 |
| Walking animation | Added walking animation to the character | Done | Pass – cw569, ai261 |
| Add level to end screen | Improve on the game over screen so user can input their name and on the game over screen display that name and score next to it. | Done | Pass- samd3 |
| Design and code highscore screen | Able to save the top 10 highscores. If the player beats any of these scores it will be saved in that position and delete the last entry.  Design an additional page where you can load up and display the top 10 scores of the game. | Done | Pass- ai261 |