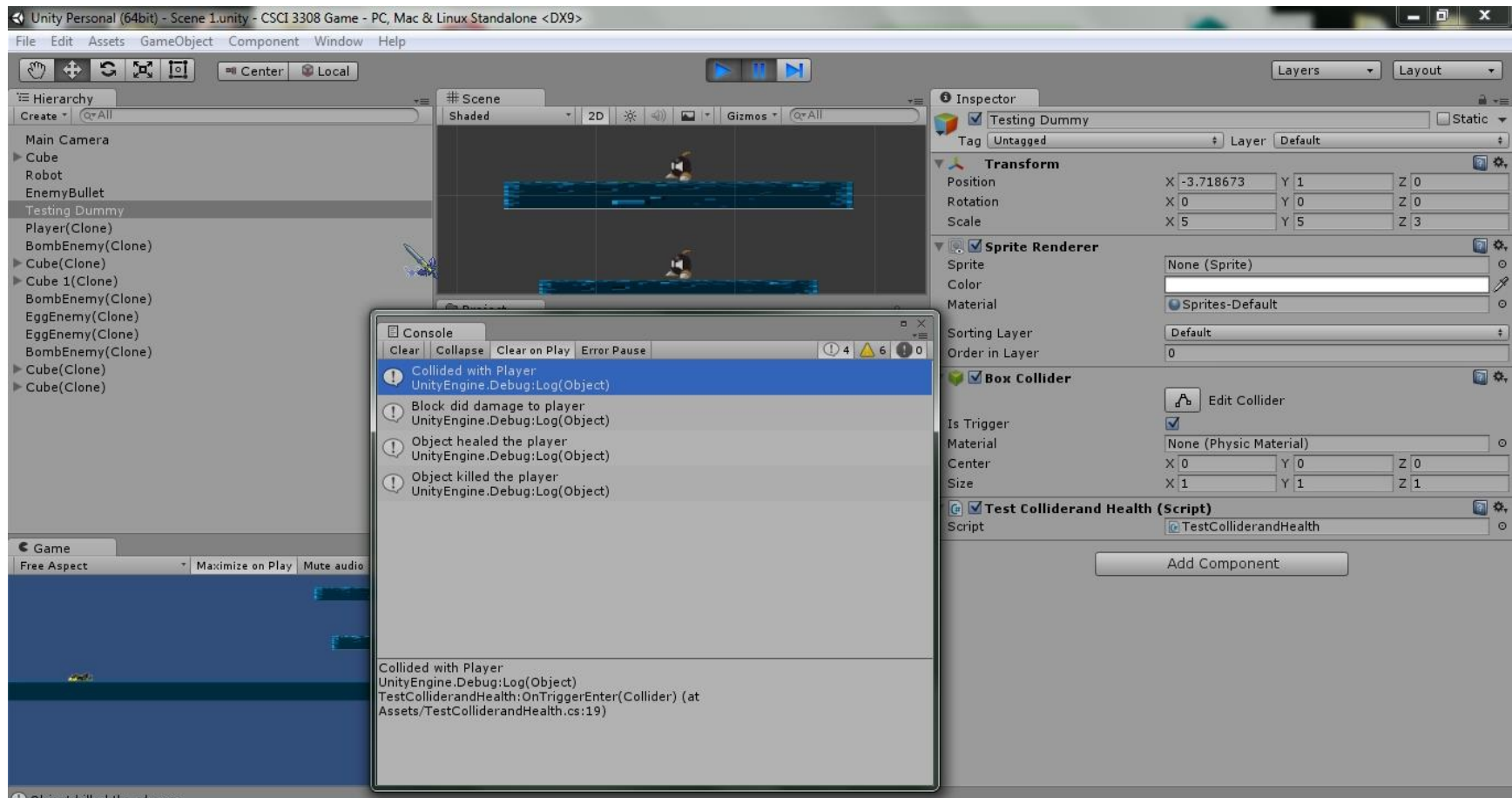**Title:** Unity Platformer

**Vision:** "To make a game that uses ideals from old-school platformers, while making it as playable and addicting as today's mobile app games."

**Who:** Jonathan Mai, Eric Thuc Tran, Michael Chung, Justin Tang

**Automated Tests:**

Automated tests were run in the Unity5 engine, and we will schedule a time to demonstrate those tests with a TA.

**User Acceptance Tests:**

# System Test Case:
# Unity Platformer
# USER STORY U2: Player Collision and Health+ Death System

| Purpose: Verify the user story U2 (all parts). | |
|---|---|
| Instructions: Anything in RED is mandatory, everything else is optional and should only be put in if it is needed to clarify how the test was performed. | |

| Test Run Information:<br>**Tester Name:**<br>**Date(s) of Test:**<br><br>Location/server being used: | Prerequisites for this test: None |
|---|---|
| | Software Versions:<br><br>Application: Unity Version 5.0<br>Browser [used & those COTS supports]: N/A<br>Database: N/A<br>Operating System: MAC IOS or Windows |
| | Required Configuration: [ browser setup, security or user ID roles]<br>No special setup needed |

| NOTES and RESULTS: |
|---|
| |

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requiremen ts Validated | PASS/FAIL |
| **Test Collisions and examine health of player after collisions after starting the game** | | | | | |
| 1. | Start the game and have the player spawn onto allocated floor | Player should not fall through the floor | | | |

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requirements Validated | PASS/FAIL |
| 2. | Press the Left Mouse Button | Player should jump landing on the floor again and not go through the floor | | | |
| 3. | Check player collision from above by jumping into a platform located above | Player should hit platform with "head" and not go through | | | |
| 4. | Check side collisions and health decrement by running into an enemy bomb | Player should explode the bomb and the health should decrease | | | |
| 5. | Check side collisions and health increase by running into a health pack | Player should make health pack disappear and the health should increase | | | |
| 6. | Check player death by running into enemies until health is equal to or below zero | Animation of the death of the player should play and the player object should be destroyed | | | |
| 7. | | | | R3.7.56 | |
| 8. | | | | R3.7.55, R3.7.59 | |
| **Alternative Flow 1: Player running into the side of obstacles shouldn't affect the player** | | | | | |
| 9. | | | | | |
| 10. | | | | | |
| 11. | | | | | |
| 12. | | | | | |
| **Alternative Flow 2: If the player is dead, no objects should be colliding with anything.** | | | | | |

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requirements Validated | PASS/FAIL |
| 13. | | | | | |

# System Test Case:
# Unity Platformer
# USER STORY U2: Player Controls Functionality&Animations+Sound

| Purpose: Verify the user story U2 (all parts). | |
|---|---|
| Instructions: Anything in RED is mandatory, everything else is optional and should only be put in if it is needed to clarify how the test was performed. | |
| Test Run Information:<br>Tester Name:<br>Date(s) of Test:<br>Location/server being used: | Prerequisites for this test: None |
| | Software Versions:<br>Application: Unity Version 5.0<br>Browser [used & those COTS supports]: N/A<br>Database: N/A<br>Operating System: MAC IOS or Windows |
| | Required Configuration: [ browser setup, security or user ID roles]<br>No special setup needed |
| NOTES and RESULTS: | |

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requirements Validated | PASS/FAIL |
| Test the user controls for Player after starting the game | | | | | |
| 1 | Press the Left Mouse button | Player Should Jump | | | |
| 2. | Press the Middle Mouse Button | Player Should Roll(move units forward) | | | |
| 3. | Press the Right Mouse Button | Player Should Shoot | | | |

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requirements Validated | PASS/ FAIL |
| 4. | Press the Left Mouse Button | Animation of player jumping and Sound should play | | | |
| 5. | Press the Middle Mouse Button | Animation of player rolling and Sound should play | | | |
| 6. | Press the Right Mouse button | Animation of player shooting and Sound should play | | | |
| 7. | | | | R3.7.56 | |
| 8. | | | | R3.7.55, R3.7.59 | |
| **Alternative Flow 1: Any Other button on the Keyboard and Mouse shouldn't result in changes to the player** | | | | | |
| 9. | | | | | |
| **Alternative Flow 2: If the player is dead, player control functionality should not exist** | | | | | |
| 10. | | | | | |

# System Test Case:
# Unity Platformer
# USER STORY U2: Destructible Object Spawning + Collision

**Purpose:** Verify the user story U2 (all parts).

Instructions: Anything in **RED** is mandatory, everything else is optional and should only be put in if it is needed to clarify how the test was performed.

| Test Run Information: <br> **Tester Name:** <br> **Date(s) of Test:** <br><br> Location/server being used: | Prerequisites for this test: None |
|---|---|
| | **Software Versions:** <br><br> Application: Unity Version 5.0 <br> Browser [used & those COTS supports]: N/A <br> Database: N/A <br> Operating System: MAC IOS or Windows |

| | | Required Configuration: [ browser setup, security or user ID roles]<br>No special setup needed | | | | |

**NOTES and RESULTS:**

<br><br><br>

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| **STEP** | **TEST STEP/INPUT** | **EXPECTED RESULTS** | **ACTUAL RESULTS** | **Requirements Validated** | **PASS/ FAIL** |
| **Test the object spawners** | | | | | |
| 1 | Start the game and have the player spawn onto allocated floor | Player should not fall through the floor. | | | |
| 2. | Run the program | Objects should spawn from left side of screen and move towards player | | | |
| 3. | Let player run into objects | Objects should be destroyed on collision and damage the character. | | | |
| **Alternative Flow 1: If the player is dead, objects should cease to spawn.** | | | | | |
| 4. | | | | | |

# System Test Case:
# Unity Platformer
# USER STORY U2: Destructible Object Damage + Sounds + Animations

**Purpose:** Verify the user story U2 (all parts).

Instructions: Anything in **RED** is mandatory, everything else is optional and should only be put in if it is needed to clarify how the test was performed.

| Test Run Information:<br>**Tester Name:**<br>**Date(s) of Test:**<br><br>Location/server being used: | Prerequisites for this test: None |
|---|---|
| | **Software Versions:**<br><br>Application: Unity Version 5.0<br>Browser [used & those COTS supports]: N/A<br>Database: N/A<br>Operating System: MAC IOS or Windows |
| | **Required Configuration:** [ browser setup, security or user ID roles]<br>No special setup needed |

**NOTES and RESULTS:**

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requirements Validated | PASS/ FAIL |
| **Test the object features** | | | | | |
| 1 | Start the game and have the player spawn onto allocated floor | Player should not fall through the floor. | | | |
| 2. | Run the program | Objects should spawn from left side of screen and move towards player | | | |
| 3. | Use Right mouse to shoot objects. | Objects should be destroyed on collision and play sounds and death animation. | | | |
| 4. | | | | | |
| **Alternative Flow 1: If the player is dead, objects should cease to spawn.** | | | | | |
| 5. | | | | | |

# System Test Case:
# Unity Platformer
# USER STORY U2: Enemy Spawning + Enemy Collision

| | |
|---|---|
| **Purpose:** Verify the user story U2 (all parts).<br><br>Instructions: Anything in **RED** is mandatory, everything else is optional and should only be put in if it is needed to clarify how the test was performed. | |

| | |
|---|---|
| **Test Run Information:**<br>**Tester Name:**<br>**Date(s) of Test:**<br><br>Location/server being used: | **Prerequisites for this test:** None |
| | **Software Versions:**<br><br>Application: Unity Version 5.0<br>Browser [used & those COTS supports]: N/A<br>Database: N/A<br>Operating System: MAC IOS or Windows |
| | **Required Configuration:** [ browser setup, security or user ID roles]<br>No special setup needed |

| |
|---|
| **NOTES and RESULTS:** |

| TEST SCRIPT STEPS/RESULTS | | | | | |
|---|---|---|---|---|---|
| **STEP** | **TEST STEP/INPUT** | **EXPECTED RESULTS** | **ACTUAL RESULTS** | **Requirements Validated** | **PASS/ FAIL** |
| **Test the enemy spawners** | | | | | |
| 1 | Start the game and have the player spawn onto allocated floor | Player should not fall through the floor. | | | |

## TEST SCRIPT STEPS/RESULTS

| STEP | TEST STEP/INPUT | EXPECTED RESULTS | ACTUAL RESULTS | Requirements Validated | PASS/FAIL |
|---|---|---|---|---|---|
| 2. | Run the program | Enemies should spawn from left side of screen and move towards player | | | |
| 3. | Let player run into enemies | Enemies should be destroyed on collision and damage character | | | |
| **Alternative Flow 1: If the player is dead, enemies should cease to spawn.** | | | | | |
| 4. | | | | | |

# System Test Case:
# Unity Platformer
# USER STORY U2: Enemy Movement + Sound

**Purpose:** Verify the user story U2 (all parts).

Instructions: Anything in **RED** is mandatory, everything else is optional and should only be put in if it is needed to clarify how the test was performed.

| Test Run Information:<br>**Tester Name:**<br>**Date(s) of Test:**<br><br>Location/server being used: | **Prerequisites for this test:** None |
|---|---|
| | **Software Versions:**<br><br>Application: Unity Version 5.0<br>Browser [used & those COTS supports]: N/A<br>Database: N/A<br>Operating System: MAC IOS or Windows |
| | **Required Configuration:** [ browser setup, security or user ID roles]<br>No special setup needed |

**NOTES and RESULTS:**

| | TEST SCRIPT STEPS/RESULTS | | | | |
|---|---|---|---|---|---|
| **STEP** | **TEST STEP/INPUT** | **EXPECTED RESULTS** | **ACTUAL RESULTS** | **Requirements Validated** | **PASS/ FAIL** |
| **Test the enemy spawners** | | | | | |
| 1 | Start the game and have the player spawn onto allocated floor | Player should not fall through the floor. | | | |
| 2. | Run the program | Enemies should spawn from left side of screen and move towards player | | | |
| 3. | Let player run into enemies | Enemies should be destroyed on collision and damage character | | | |
| 4. | Use Left mouse to Move player up and Down | Enemies should track player movement | | | |
| 5. | Shoot enemies | Enemies should take damage and play audio. Enemies are destroyed upon impact | | | |
| **Alternative Flow 1: If the player is dead, enemies should cease to spawn.** | | | | | |
| 6. | | | | | |