Software Product Backlog

Project: BlakePet

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| **ID** | **Requirement** | **Status** |
| 1 | Generate/Load Stats | Sprint done |
| 2 | Check Time Passed | Sprint done |
| 3 | Update Active Effects | Sprint |
| 4 | Display Graphics | Sprint |
| 5 | Randomly place food | Sprint done |
| 6 | Move Blake towards food | Sprint done |
| 7 | Inventory/Stat Menus | Future |
| 8 | Interface Intractability | Future |

Software Test Document

Project: BlakePet

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| **ID** | **Test Case Description** | **Status** |
| TC1 | Load/Save data using a save file | done |
| TC2 | Generate x,y for food/blake classes | done |
| TC3 | Display a window | done |
| TC4 | Show Sprites/Text | done |
| TC5 | Random movement | done |
| TC6 | Move towards food using trig. | done |
| TC7 | Modify stats and gameplay based on time | pending |
| TC8 | Navigate and change menus | pending |
| TC9 | Load game without a save file | pending |