QA - Comparison between Spec sheet and the Game “College Invader.”

Personal Point of View: Kyaw Nanda.

1. Overview & Expectation.

College Invader is based on one of the most well-known computer games, “Space Invader,” published by Midway. What do I expect from the game (with the reference from Spec sheet),

1. Obviously, the game is meant to work as Space Invader does. However since it is our version, named College Invader so it should give a college theme while maintaining the similar gameplay associated with the theme.
2. Only right and left movement is allowed, no upward or downward. Most importantly, out of bound movements are considered as a serious error/bug.
3. A decent score system, and the proper way to detect the end of game (Game Over).
4. Somewhat persuasive. So users would return and play again.

2. Startup Screen & Menu Selection

Startup Screen is recently added to the game, since my recent test. Menu selection include:

1. Link to actual game.
2. Link to instruction for the game, including how to play the game, how the score system works, and how to get to the end game.
3. Exit the program.

Spec group suggested the control of menu selection up and down, however, I am not able to test it out on integrity.

3. Game Playthrough

As I stated before, the game should be in the same control as Space Invader. Here is a comparison on expected game play and the testing on the latest update.

In terms of control

1. As stated in spec, a spaceship can be controlled with left and right arrow to move right and left respectively.
2. The character we can control is the spaceship, as in the Space Invader, however it does not suit the college theme.
3. The character shoots the paper roll as the bullet in Space Invader toward the enemy when you press the shoot button.
4. Shoot button: In the spec sheet, pressing “Spacebar” will shoot a bullet/paper. However, in the game after testing, pressing “Spacebar” will only scroll down since it is a built-in function for browsers. Instead, we were told to use “V” to shoot.

In terms of achieving objectives.

1. As stated in the spec sheet, the goal is to shoot all the enemy before they reach the bottom line.
2. Or shooting from the enemies, the assignment paper in this case, hit the spaceship, it lost one live. Player has three lives. Once all three lives are used and the player gets hit again, it’s game over.
3. Clearing a level - When the player shoots all the targets, which means clear all the targets, the enemies resets, so all enemies are respawned but keeping the score.
4. Each enemy killed is awarded 250 points.
5. The only way to end the game is either way to get to Game Over.
6. Score system is on the right side of the screen. The box that shows the remaining lives are on the left side.

Missing features, from the latest update

1. Only one enemy type available, small invaders. Medium, large, bonus invaders are missing.
2. In the spec sheet, defense section, spec group told us that there will be four structures that would block any projectiles. However, with the latest update, this feature is not added yet.
3. The game only keeps the score for a game we played. It did not keep track of the previous playthroughs and so is not supported for multiple playthroughs.
4. There is no replay button. If we want to play it again we have to reload the webpage.

Features different from the spec sheet, from the latest update

1. We use “V” instead of “Space bar” to shoot.
2. The score per enemy defeated is set to 250 while it is said to grant 100 points on the spec sheet.

4. Graphic

In all of the units that we tested for gameplay, the resolution worked for all units. The game seems smaller as the display output is larger. And therefore, worked for the smaller screen like in phones.

In term of layout

1. Same as Space Invader, College Invader keeps the layout and gameplay UI of Space Invader.
2. The heading of the game mentions CISC. 3140 College Invaders (Spring 2022), and its descriptive with our project name.
3. The top of the game screen shows remaining lives in box form on the left side, in text form is on the middle and score on the right side.
4. Enemy starts showing below the first heading section of the game section with a small gap between them.
5. The text of remaining lives is in the middle top instead of the bottom left of the screen.

Game background

The background is a bit pixelated school background so it suit the college theme while maintaining the Space Invaders’ nostalgia.

Character Designs

1. Enemy character design reflects on the requirement by the spec sheet. However we can only see one enemy type.
2. Player character however, is the spaceship which seems strange with the college theme but the spec sheet didn’t specify on the player’s character.