System and Unit Test Template

A. User story 1 from sprint 1: As a player, I want to have a user interface/menu such that I understand how many mini games I can play. (Expanded in scope as sprint 1 continued, included a main menu and detailed core gameboard)
B. User story 2 from sprint 1: As a player, I want all mini-games to have a nice layout, such that the gameplay is intuitive. (Abandoned in favor of story 1, became the foundation for sprint 2)

Scenario:

1. Start “The Luck of The West” app;
    i. Press ‘Ready’ button;
    ii. User should see the gameboard with arrows indicating available mini-games;

C. User story 1 from sprint 2: As a player, I want a Liar’s Dice game such that the saloon has a fun gambling oriented game.
D. User story 2 from sprint 2: As a player, I want a shootout game such that I feel more immersed in the spirit of the Wild West.
E. User story 3 from sprint 2: As a player, I want a school house game such that it brings a more realistic old west town atmosphere.
F. User story 4 from sprint 2: As a player, I want a mining game such that the wild west town is completely immersed in the spirit of the Wild West.

Scenario:

1. Start “Liar’s Dice” mini-game;
    i. Press ‘Up’ and ‘Down’ arrows to adjust wager;
    ii. Press ‘Confirm’ button;
    iii. User can see their Dice;
    iv. Make a Call;
    v. AI players increase the Call or Accuse;
    vi. If no Accuse, User increases the Call or Accuses;
    vii. If no Accuse, return to step v;
    viii. On Accuse, all players reveal their Dice;
    ix. Accuser or Accused lose a Die depending on results;
    x. If User out of Dice, lose the game and wager;
    xi. If AI player out of Dice, remove AI player from the game;
    xii. If two or more players still have Dice, return to step iii;
    xiii. If User is the last player in game, win the game and money based on wager;
2. Start “Bank Heist” (aka. Shootout Game) mini-game;
    i. Press ‘Draw!’ button;
    ii. AI marks available spot on 3x3 grid;

iii. User sees bullet hole indicating where AI went;
iv. User chooses an available spot;
v. User sees bullet hole indicating where he/she went;
vi. While no 3-in-a-row, return to step ii;
vii. First player to make 3-in-a-row loses;
viii. User should see a prompt indicating if they won or lost;

3. Start “School House” mini-game;
   i. User selects a face down card;
   ii. User should see face of chosen card;
   iii. User selects a second face down card;
   iv. User should see face of second chosen card;
   v. If the images on the face of both cards match, remove cards from board;
   vi. If no match, cards return to being face down;
   vii. If face down cards remain, return to step i;
   viii. If no face down cards remain, User wins the game and money based on time remaining;
   ix. If time runs out, User loses the game;
4. Start “Mining” mini-game;
   i. Press ‘Start Game’ button;
   ii. AI displays pattern;
   iii. User inputs the pattern;
   iv. If User input correct, AI adds new element to the end of the pattern, return to step ii;
   v. If User input incorrect, game ends, User wins money based on number of iterations through the pattern;

G. User story 1 from sprint 3: As a player, I want fully functioning games such that the game makes sense and has good flow.
H. User story 2 from sprint 3: As a player, I want sound such that the game is well rounded and is more realistic.
I. User story 3 from sprint 3: As a game developer, I want good game flow such that the game is enjoyable to play.

Scenario:

1. Play mini-games in accordance with sprint 2 unit tests;
   i. If bugs or errors found, update code and retest;
2. Start “The Luck of The West” app;
   i. User should hear background music;
   ii. Press ‘Ready’ button, User should hear sound effect;
   iii. User should see the gameboard and hear background music;
   iv. On mini-game select, User should hear sound effect;
   v. In mini-games, User should hear any associated sound effects
3. From gameboard, on mini-game select, appropriate mini-game should start;

i. On mini-game ends, User should see the gameboard;

Acceptance Test

1) The player can start a new game
    a) Given: The user starts a new game
    b) When: The ready button is clicked
    c) Then: A new game starts

2) The player tries to play a minigame
    a) Given: The user starts a minigame in the Town Game screen
    b) When: A minigame is pressed to start
    c) Then: A minigame is activated

3) Update the player score
    a) Given:The player successfully wins or loses a minigame
    b) When:The player is done playing a minigame
    c) Then:The player score should be updated depending if they acquired any points on successful win or lose