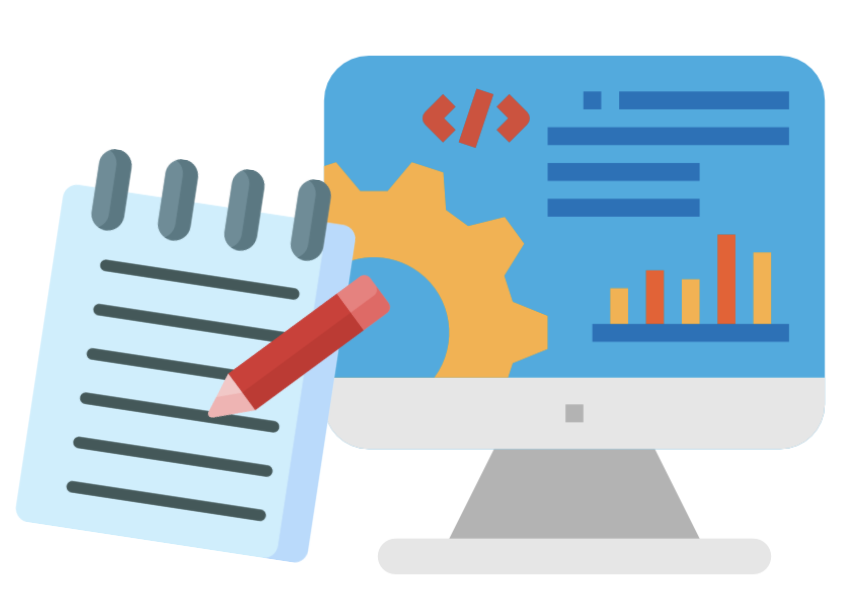
****

**Scrum Sprint 0 Report**

****

**SER225-01 Group A3**

**September 25th, 2020**

**Kyle Chutjian | Matthew Gumprecht | Max Petruzziello | Michael Tambascio**

# Table of contents

[**Table of contents**](#_j5izp8d9gdum) **2**

[**User Stories**](#_r49hhtxbzr) **3**

[**Test Plans**](#_17auld6hc9e0) **5**

[**Git Repository**](#_bkph7f3jl6bm) **14**

# **User Stories**

The following user stories have been generated from customer feedback and provide the team with goals to work towards when addressing various aspects of the game. Each story has been linked to a unique test plan which is denoted by its associated Test ID code. These Test ID codes contain three parts.

1. ***Leading Letter*** : First letter of the first name of the team member responsible with that test plan
2. ***Task Number*** : Number representing where that task falls in the list of tasks the team member accomplishes
3. ***Category Code*** : Identifies what area of focus the test plan and user story falls under as identified in the Prioritized Bug/Enhancement Report

|  |  |  |
| --- | --- | --- |
| **Category** | **Test ID Code** | **Purpose** |
| *Map Design* | MD | Good map design allows for positive player experience and helps limit in-game complications. |
| *Game Instructions* | GI | Players need an explanation showing what the game is, what the objectives are, and what the controls are in order to start playing. |
| *Game Mechanics* | GM | All game mechanics need to work as intended. Consistency in mechanics allows players to navigate the game without additional complication. |
| *Player Control* | PC | Smooth player controls and responsive player character movement keep the game enjoyable and aid in level progression. |
| *Non-Player Characters* | NPC | Non-Player Characters need to interact with the player character appropriately. Additionally, a diverse list of non-player characters keeps the game interesting and challenging. |
| *Content* | C | Content keeps the player engaged and provides an incentive to play. |
| *Audio* | A | Audio enhances the player’s experience as well as provides situational awareness. Audio can also help shape the mood and atmosphere of a game. |

*User stories with associated details and Test ID*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Test ID** | **Bug/Enhancement** | **User Story** | **Test Behavior** |
| Kyle | *C1-MD* | Falling off the map | As a player, I would like the character to collide with a map border so that I do not fall off the map. | Player walks off the map and cannot get back on |
| *C2-A* | Audio | As a player, I want the option to hear game sounds so that I do not have to sit in silence while playing the game. | The game has no sound at all |
| Mike | *T1-GM* | Resetting the Level | As a player, I want an option to reset the level during the game so that I can easily do a restart in case I encounter a game-breaking bug. | A pause menu is opened, but there is no option to reset the level |
| *T2-PC* | Movement Speed | As a player, I want to have the movement to be even for the jump and the walking speed so that I don’t feel disoriented. | The horizontal movement speed must be faster to feel natural |
| Matt | *G1-GI* | Game Instructions | As a player, I would like to have a tutorial option at the main menu so I can have an explanation about the objectives and game mechanics. | There is no option to view game instructions at the main menu |
| *G2-PC* | Control Configuration | As a player, I want the ability to configure my controls in a way that I find ergonomic and conducive of good gameplay. | There is no option to change the existing game controls |
| Max | *P1-GM* | Update Map Hazards | As a player, I want to be able to traverse the map and experience different terrain to enhance the entire experience. | Only one style of terrain, and the water does not harm the player |
| *P2-C* | More levels | As a player, I would like to have more levels that incentivize me to complete the game in its entirety. | There is only one level |

# **Test Plans**

The following test plans have been generated based off the team’s user stories. Each test plan serves as a guide for team members during testing as well as a means of documentation to keep track of development progress more accurately. These test plans contain the following components.

1. **Bug/Enhancement Name**
2. **Team Member Name**
3. **Test ID** *(should match corresponding user story)*
4. **Testing Steps**
   1. Action to be taken by the tester at that step
   2. The expected outcome of the tester’s action
   3. Indication showing whether the test of that step was successful or not
5. **Team Member Responsible for Testing**
6. **Date of Last Conducted Test**
7. **Result of Last Testing**

***Test Plan 1***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Falling off the map* | |
| **Name** | | *Kyle Chutjian* | |
| **Test ID** | | *C1-MD* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program | The program will load, showing the main menu |  |
| ***2*** | Press ‘SPACEBAR’ to start the Game | The game will start |  |
| ***3*** | Hold the ‘LEFT’ arrow key, attempting to move off the left side of the map | The character will brush up against the border |  |
| ***4*** | Reach the end of the level, attempting to move off the right side of the map | The character will brush up against the border |  |
| **Tester** | | *Kyle Chutjian* | |
| **Test Date** | | *9/20/2020* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

#### 

***Test Plan 2***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Audio* | |
| **Name** | | *Kyle Chutjian* | |
| **Test ID** | | *C1-A* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the Program | The program will load, showing the main menu |  |
| ***2*** | Press ‘SPACEBAR’ to Open “Credits” | Audio will play when the button is pressed |  |
| ***3*** | Press ‘SPACEBAR’ to Start the Game | The game will load, playing audio when the button is pressed and during the waiting screen |  |
| ***4*** | Complete the Level | The player will experience background audio and various other game sounds |  |
| **Tester** | | *Kyle Chutjian* | |
| **Test Date** | | *9/20/2020* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

***Test Plan 3***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Resetting the Level* | |
| **Name** | | *Michael Tambascio* | |
| **Test ID** | | *T1-GM* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program. | The program will start on the main menu |  |
| ***2*** | Pressing ‘SPACEBAR’ to start the game | The game will load up from the main menu by pressing space |  |
| ***3*** | Pressing ‘P’ to pause the game | The game will pause |  |
| ***4*** | Using the mouse through the pause menu | The player will be able to interact with the pause menu |  |
| ***5*** | Reset the level by clicking the “Reset” button on the pause menu | The player should be able to find a reset the level option on the pause menu and click on it to reset the level |  |
| **Tester** | | *Michael Tambascio* | |
| **Test Date** | | *9/18/20* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

***Test Plan 4***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Movement Speed* | |
| **Name** | | *Michael Tambascio* | |
| **Test ID** | | *T2-PC* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program | The program will load |  |
| ***2*** | Press ‘SPACEBAR’ to start up the game | The game will start from the main menu |  |
| ***3*** | Track how long the player moves horizontally | The player will move 1 inch/sec |  |
| ***4*** | Track how long the player moves vertically | The player will move more than 1 inch/sec |  |
| **Tester** | | *Michael Tambascio* | |
| **Test Date** | | *9/18/20* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

***Test Plan 5***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Game Instructions* | |
| **Name** | | *Matt Gumprecht* | |
| **Test ID** | | *G1-GI* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program | The program will load, showing the main menu |  |
| ***2*** | Press the ‘DOWN’ arrow key once to navigate to “Instructions” | The cursor moves from “Play Game” to “Instructions”  “Play Game” becomes unhighlighted while “Instructions” becomes highlighted |  |
| ***3*** | Press the ‘SPACEBAR’ once to select “Instructions” | “Instructions” screen appears |  |
| ***4*** | Press the ‘SPACEBAR’ to return to the main menu | The game returns to the main menu with the cursor highlighting “Play Game” |  |
| **Tester** | | *Matt Gumprecht* | |
| **Test Date** | | *September 17, 2020* | |
| **Result of Test (Pass/Fail)** | | *Pass* | |

***Test Plan 6***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Control Configuration* | |
| **Name** | | *Matt Gumprecht* | |
| **Test ID** | | *G2-PC* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program | The program will load, showing the main menu |  |
| ***2*** | Press the ‘DOWN’ arrow key twice to navigate to “Controls” | The cursor moves from “Play Game” to “Controls”  “Play Game” is unhighlighted while “Controls” becomes highlighted |  |
| ***3*** | Press the ‘SPACEBAR’ once to select “Controls” | “Controls” screen appears with the “Interact” key option selected |  |
| ***4*** | Press ‘ENTER’ | The “Interact” control enters configure mode |  |
| ***5*** | Press any key to assign new key-bind | New key-binding is set |  |
| ***6*** | Press the “Interact” key | The game returns to the main menu with the cursor highlighting “Play Game” |  |
| **Tester** | | *Matt Gumprecht* | |
| **Test Date** | | *September 17, 2020* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

***Test Plan 7***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *Update Map Hazards* | |
| **Name** | | *Max Petruzziello* | |
| **Test ID** | | *P1-GM* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program | Program loads onto the main menu |  |
| ***2*** | Press the ‘SPACEBAR’ to launch the game | The game starts the first level |  |
| ***3*** | Attempt the first level and ensure certain terrain effects player appropriately | Terrain blocks affect the user as a typical platformer, but the water acts like a transparent background that the user can fall onto the bottom of like it is land |  |
| **Tester** | | *Max Petruzziello* | |
| **Test Date** | | *9/22/20* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

***Test Plan 8***

|  |  |  |  |
| --- | --- | --- | --- |
| **Bug/Enhancement** | | *More Levels* | |
| **Name** | | *Max Petruzziello* | |
| **Test ID** | | *P2-C* | |
| **Test Plan Procedure** | | | |
| **Step Number** | **Action** | **Expected Result** | **Pass** |
| ***1*** | Launch the program | Program loads onto the main menu |  |
| ***2*** | Press the ‘SPACEBAR’ to launch the game. | The game starts the first level |  |
| ***3*** | Attempt to traverse the first level | Traverse the map successfully |  |
| ***4*** | Hit the box at the end of the level to complete it | The level is passed, game launches next level |  |
| **Tester** | | *Max Petruzziello* | |
| **Test Date** | | *9/22/20* | |
| **Result of Test (Pass/Fail)** | | *Fail* | |

# **Git Repository**

#### **GitHub Link:** <https://github.com/KyleChutjian/Team-A3-Git-Repository.git>