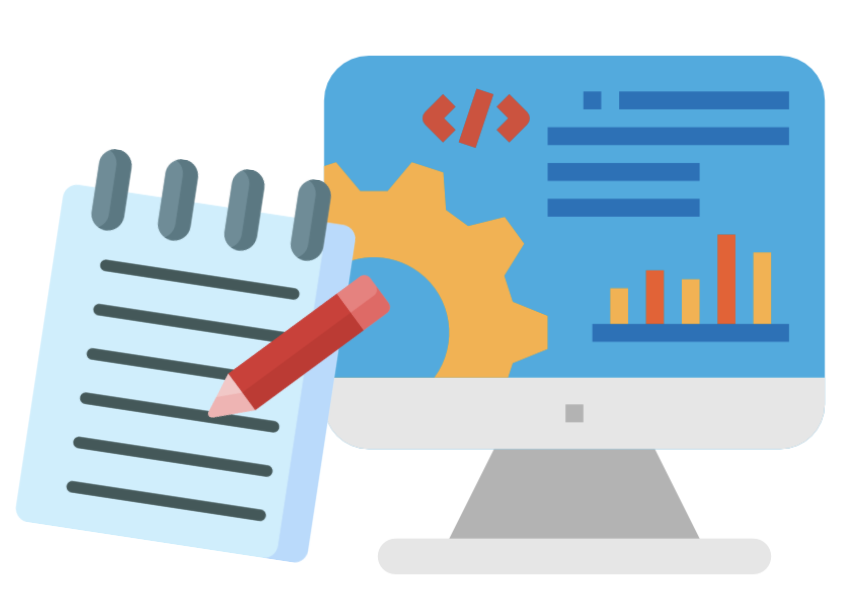
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**Scrum Sprint 0 Report**

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**SER225-01 Group A3**

**September 25th, 2020**

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

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# **User Stories**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 novice, I would like to have a tutorial option at the main menu so that 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 to 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 to attempt so as to have an objective to defeat the game in its entirety. | There is only one level. |

# **Test Plans**

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|  |  |  |  |
| --- | --- | --- | --- |
| **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 Space to Start the Game | The game will load. |  |
| ***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 | |
| **Test Date** | | 9/20/2020 | |
| **Result of Test (Pass/Fail)** | | Fail | |

#### 

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| --- | --- | --- | --- |
| **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 Space to Open the Credits | Audio will play when the button is pressed. |  |
| ***3*** | Press Space to Start the Game | The game will load, playing audio when the button is clicked, and during the waiting screen. |  |
| ***4*** | Complete the Level | The player will experience background audio and various other game sounds. |  |
| **Tester** | | Kyle | |
| **Test Date** | | 9/20/2020 | |
| **Result of Test (Pass/Fail)** | | Fail | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 Space 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 | |
| **Test Date** | | 9/18/20 | |
| **Result of Test (Pass/Fail)** | | Fail | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 space 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 | |
| **Test Date** | | 9/18/20 | |
| **Result of Test (Pass/Fail)** | | Fail | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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, navigate to “Instructions” | The cursor moves from “Play Game” to “Instructions”  “Play Game” becomes unhighlighted while “Instructions” becomes highlighted |  |
| ***3*** | Press the SPACE bar once to select “Instructions” | “Instructions” screen appears |  |
| ***4*** | Press the SPACE bar to return to the main menu | The game returns to the main menu with the cursor highlighting “Play Game” |  |
| **Tester** | | Matt | |
| **Test Date** | | September 17, 2020 | |
| **Result of Test (Pass/Fail)** | | Pass | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 SPACE bar 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 | |
| **Test Date** | | September 17, 2020 | |
| **Result of Test (Pass/Fail)** | | Fail | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 spacebar to launch the game | The game launches the first level |  |
| **3** | Attempt the first level and ensure certain terrain effects player appropriately | Every terrain effects 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 | |
| **Test Date** | | 9/22/20 | |
| **Result of Test (Pass/Fail)** | | Fail | |

|  |  |  |  |
| --- | --- | --- | --- |
| **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 spacebar to launch the game. | The game launches 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 | |
| **Test Date** | | 9/22/20 | |
| **Result of Test (Pass/Fail)** | | Fail | |

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