**Design Boss User Story**

As a player, I can play in a game where there is a boss enemy that is stronger than any previous enemies so that I am enjoying the challenge of the game.

**Design boss Test Case**

**Test Case Information**

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| **Test Case** **ID** | SCP-8 |
| **Owner of Test** | Jacob Conrad |
| **Test Name** | Design Boss Test |
| **Test Location (path)** | C:\Users\jrcon\sophomore\SER-225-Team-A2\Team A2\User Stories and Test Cases |
| **Date of Last Revision** | 10/27/2021 |
| **Requirement Tested** | Design of boss is created |
| **Test Configuration** | N/A |
| **Test Interdependencies** | Test setup |
| **Test Objective** | A boss enemy is designed that can be implemented later. |

**Test Procedure**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Setup** | | N/A | | N/A | |
| **Step** | **Action** | | **Expected Result** | | **Pass (✓)** |
| 1 | Navigate to the Resources folder on our Team GitHub and open the Dog.png file.  GitHub: [LittleTealeaf/SER-225-Team-A2 (github.com)](https://github.com/LittleTealeaf/SER-225-Team-A2) | | The Dog.png file is inside the resources folder and has the boss design sprite sheet inside it. | | **✓** |

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| **Test Cleanup** | None | N/A |

**Test Result**

|  |  |  |
| --- | --- | --- |
| **Tester:** Thomas Kwashnak | **Date of test:** 10/27/2021 | **Test Result (P/F/B): PASS** |

**Notes:**