**Boss Design User Story**

As a player, I can play in a boss battle so that there is a challenge, and I can engage with a storyline.

**Boss Design Test Case**

**Test Case Information**

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| **Test Case** **ID** | Workplan A5.1 |
| **Owner of Test** | Jacob Conrad |
| **Test Name** | New Boss Test |
| **Test Location (path)** | OneDrive:\SER 225 Fall 2021\Team A2\4-Scrum Sprint 0\Scrum Sprint 0 Report.docx |
| **Date of Last Revision** | 09/27/2021 |
| **Requirement Tested** | Backlog D2 |
| **Test Configuration** | N/A |
| **Test Interdependencies** | Test setup |
| **Test Objective** | Verify that the boss enemy can injure the player and the player can injure the boss. Verify the boss enemy adds a difficult but beatable challenge to the game. |

**Test Procedure**

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| **Test Setup** | Complete D3, D4 on the Workplan | N/A |

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| **Step** | **Action** | **Expected Result** | **Pass (✓)** |
| 1 | Run the game. | The main menu successfully displays. |  |
|  | Press space on “Level Select”. | The list of levels should load. |  |
| 3 | Press space on the level with the boss battle. | This will take the user to the boss battle level. |  |
| 4a | Attack boss | The boss should take damage. |  |
| 4b | Touch boss | The player should die. |  |
| 4c | Receive boss attack | The player should take damage. |  |

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

**Test Result**

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| **Tester:** | **Date of test:** | **Test Result (P/F/B):** |

**Notes:**