Scrum Sprint 0: User Stories, Test Cases, and Git Repository

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That One Company Inc.

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USER STORIES

As a player, I want to have level boundaries so that I can stay inside the level without getting lost off-screen.

As a player, I want to have a mute button so that I can silence the music if I want.

As a player, I want to be able to finish level three so that I can experience the rest of the game without being interrupted or having to go back to the main menu.

As a player, I want to go back to the main menu after finishing level 5 so that I can return to the character or level select screens without having to lose a level first.

As a player, I want to have clear instructions on how to play the game so that I can use all the features necessary for playing.

As a player, I want to have the cat sprite flip mid-air so that I can determine which direction I am going in the air.

As a player, I want to be able to have more intricate player movement so that I can have more control over my character’s actions.

As a player, I want to be able to use WASD or the arrow keys so that I can navigate the menu in any direction.

TEST PLAN

The following is a list of the test cases our team made to evaluate the state of each of the enhancements and bugs we wanted to address.

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| --- | --- | --- | --- | --- | --- |
| Title: | Level Boundaries | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: | TC-01 | | | | |
| Tester: |  | | | | |
| Date: |  | | | | |
| Objective: | Ensure player stays within the level boundaries | | | | |
| Test Procedure: | | | | | |
| Step | Action | | | Expected Result | Pass (P/F) |
| 1 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | | Level 1 successfully starts |  |
| 2 | Use Game Controls to walk towards  the Left Level Boundary of Level 1 | | | Avatar stays within the left boundary of the screen |  |
| 3 | Use Game Controls to reach the  Right Level Boundary of Level 1 | | | Avatar stays within the right boundary of the screen |  |
| 4 | Hit the Yellow Block to proceed  to the next level | | | Player starts the next level |  |
| 5 | Repeat Steps 2-4 for all levels | | | |  |
|  | Level 2 | Left Boundary | | Avatar stays within the boundary of the screen |  |
| Right Boundary | |  |
| Level 3 | Left Boundary | |  |
| Right Boundary | |  |
| Level 4 | Left Boundary | |  |
| Right Boundary | |  |
| Level 5 | Left Boundary | |  |
| Right Boundary | |  |
| Test Results: | | | | | |
| Tester: | Date of Test: | | Test Result (P/F): | | |
| Notes: | | | | | |

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| --- | --- | --- | --- | --- | --- |
| Title: | Mute Button | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: | TC-02 | | | | |
| Tester: |  | | | | |
| Date: |  | | | | |
| Objective: | Ensure the player can mute and unmute the music while playing and inside the main menu | | | | |
| Test Procedure: | | | | | |
| Step | Action | | | Expected Result | Pass (P/F) |
| 1 | Press “M” | | | “M” key mutes the music |  |
| 2 | Press “M” | | | “M” key unmutes the music |  |
| 3 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | | Level 1 successfully starts |  |
| 4 | Press “M” | | | “M” key mutes the music |  |
| 5 | Press “M” | | | “M” key unmutes the music |  |
| 6 | Use Game Controls to hit the Yellow Block to proceed to the next level | | | Player enters the next level without complications |  |
| 7 | Repeat Steps 4-6 for all levels | | | |  |
|  | Level 2 | Mute | | “M” key mutes and unmutes the music |  |
| Unmute | |  |
|  | Level 3 | Mute | |  |
| Unmute | |  |
|  | Level 4 | Mute | |  |
| Unmute | |  |
|  | Level 5 | Mute | |  |
| Unmute | |  |
| Test Results: | | | | | |
| Tester: | Date of Test: | | Test Result (P/F): | | |
| Notes: | | | | | |

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| --- | --- | --- | --- |
| Title: | Level 3 Improvement Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-03 | | |
| Tester: |  | | |
| Date: |  | | |
| Objective: | Verify that the player is able to make the jump across the lake and to the yellow block to finish the level. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Select “LEVEL SELECT” on the main menu by pressing down three times and then pressing enter. | The level select screen opens |  |
| 2 | Select “Level Three” by going down two options in the level select menu | Level three loads correctly |  |
| 3 | Locate the enemy on the screen and make sure it is in an accessible area | Enemy is able to move, be walked into, or attacked |  |
| 4 | Move the player to the top of the tree near the left of the water | Player is able to climb the tree |  |
| 5 | Jump over the water pit to the tree on the other side of the water | Player is able to make the jump |  |
| 6 | Navigate to the end of the level and jump into the yellow box | Level 3 ends and level 4 begins |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Level 5 Loop Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-04 | | |
| Tester: |  | | |
| Date: |  | | |
| Objective: | Verify that the player is sent back to the main menu when the yellow block is hit at the end of the last level, level 5. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Select “LEVEL SELECT” on the main menu by pressing down three times and then pressing enter. | The level select screen opens |  |
| 2 | Select “Level Five” by going down four options in the level select menu | Level five loads correctly |  |
| 3 | Navigate to the end of level five without dying to enemies or hazards | The player makes it near the yellow box without getting stuck |  |
| 4 | Jump into the yellow box to end the level | The main menu is loaded successfully |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Instruction Screen | | |
| Owner: | Jonathan Mason | | |
| Test ID: | TC-05 | | |
| Tester: |  | | |
| Date: |  | | |
| Objective: | Make sure that the instruction screen is clear. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure "INSTRUCTIONS" is chosen and  press the space bar to confirm choice. | Instruction Screen successfully opens |  |
| 2 | Confirm that all the Game Controls are properly displayed on the instruction screen. | Game Controls for walking, jumping, and attacking are all properly displayed. |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Cat Sprite Flipping | | |
| Owner: | Jonathan Mason | | |
| Test ID: | TC-06 | | |
| Tester: |  | | |
| Date: |  | | |
| Objective: | Ensure that the cat sprite is facing the direction that the player is inputting while in the air. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure “PLAY GAME” is chosen and  press the space bar to confirm choice. | Level 1 successfully starts |  |
| 2 | Use Game Controls to jump while walking forwards. | Avatar jumps forward and properly shows itself as facing forwards |  |
| 3 | Use Game Controls to jump while walking backwards. | Avatar jumps backwards and properly shows itself as facing backwards. |  |
| 4 | Use Game Controls to jump one direction and then hold the opposite the direction while in the air. | Avatar initially jump in the initial direction but then flips over to the other direction when the Game Controls are used to do so. |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Player Movement | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-07 | | |
| Tester: |  | | |
| Date: |  | | |
| Objective: | Verify that the newly implemented movement mechanics work. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Start up the game and select either “PLAY GAME” or “LEVEL SELECT” and choose a level to play | You are loaded into the respective level. |  |
| 2 | Hold the spacebar | The character performs a vertical jump with a greater height |  |
| 3 | Tap the spacebar | The character performs a vertical jump with a shorter height |  |
| 4 | While moving, hold the spacebar | The character performs a vertical jump with a longer distance |  |
| 5 | While moving, tap the spacebar | The character performs a vertical jump with a shorter distance |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Menu Navigation | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-08 | | |
| Tester: |  | | |
| Date: |  | | |
| Objective: | Verify that the new menu controls work as intended and are interchangeable. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Press ‘S’ or the down arrow key | The section below the currently selected option becomes highlighted (“CREDITS”). |  |
| 2 | Press ‘W’ or the up arrow key | The section above the currently selected option becomes highlighted (“PLAY GAME”). |  |
| 3 | Press ‘D’ or the right arrow key | The section to the right of the currently selected option becomes highlighted (“LEVEL SELECT”). |  |
| 4 | Press ‘A’ or the left arrow key | The section to the left of the currently selected option becomes highlighted (“PLAY GAME”). |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

GIT REPOSITORY

A Git repository for our project can be found at <https://github.com/mikepmerritt/SER225-TeamA3>. To locate this document and the presentation slides on GitHub, go to the “User Stories and Test Plans” folder and open the .docx files for the lists of user stories, test cases, and this report as well as the .pptx file for the presentation slides.