***Phase 4 Report (template)***

**P4-1** List of activities:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Test Case Report thinking | 5/4/2016 | 11:00a.m | 8hours | high | Doing well | | Implementation thinking | 8/4/2016 | 12:00a.m | 8hours | high | Doing nice | | Test Case Report document | 10/4/2016 | 10:00a.m | 8hours | high | Doing good | | Implementation document | 11/4/2016 | 9:00a.m | 8hours | high | Doing perfect | |

**NOTE:** *Please list your team activities that are relevant to the project (e.g., ad-hoc meeting, prototyping, etc.), with details (e.g., meeting logs, date and time, attendees, etc.).*

**P4-2** Test and Debug:

Test Case Report

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Chu Chung Kit |
| **Unit Name** | MoveShip | | |
| **Test Case Description** | The movement of the ship controlled by the player | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Chiu Wing San: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) Move player up by pressing “W” key | (1) Player’s ship moves up  (2) Player’s ship will not move across the designated boundary. | (1) OK |  |
| 2) Move player left by pressing “A” key | (1) Player’s ship moves left  (2) Player’s ship will not move across the designated boundary. | (2) OK |  |
| 3)Move player down by pressing “ S” key | (1) Player’s ship moves down  (2) Player’s ship will not move across the designated boundary. | (3) OK |  |
| 4) Move player right by pressing “D” key | (1) Player’s ship moves right  (2) Player’s ship will not move across the designated boundary. | (4) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Wong Kit Chun |
| **Unit Name** | Shoot | | |
| **Test Case Description** | The ship will shoot a bullet while player press a key | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Lau Koon Leung: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) The player will press the left click of the mouse to shoot bullet | (1) Player’s ship shoot bullet | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Lee Ka Ming |
| **Unit Name** | Restart | | |
| **Test Case Description** | The game will be restart when the player press the key while the game is over | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | Game Over | | |
| **Roles and Responsibilities** | Lee Ka Ming: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) The player press “R” key to restart the game | (1) The text “Press R for Restart” displayer on the screen  (2) The game restart | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Chiu Wing San |
| **Unit Name** | GameOver | | |
| **Test Case Description** | The game will display the text to tell player that the game is over. | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Lau Koon Leung: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) The “Gameover “ will display on the screen | (1) The hp of the ship of the player is less than or equal to 0.  (2) The text displayed on the screen | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Chiu Wing San |
| **Unit Name** | RotateMoveSpawn | | |
| **Test Case Description** | The enemy will move toward to the direction of the player ship randomly. | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Chiu Wing San: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) The enemy ship will move to the direction of the player randomly | (1) The enemy move toward to the direction of the player. | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Wong Kit Chun |
| **Unit Name** | SpawnWaves | | |
| **Test Case Description** | The game will spawn another wave automatically when a wave is finish. | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Lau Koon Leung: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) A new wave will be spawn | (1) the player clear a wave  (2)A new wave spawn | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Wong Kit Chun |
| **Unit Name** | Save high score | | |
| **Test Case Description** | The score will be saved while the game is over. | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Lau Koon Leung: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) the score saved in the file | (1) The game is over  (2) The score saved in the file | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Wong Kit Chun |
| **Unit Name** | Load high score | | |
| **Test Case Description** | The score and a sorted rank list will be loaded while the game is over. | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Wong Kit Chun: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) The high score rank list will be display on the screen | (1) The game is over  (2) The high rank list loaded and display on the screen | (1) OK |  |

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| **Test Stage** | Unit Testing | **Test Date** | 4/10/2016 |
| **Software Version** | V1.0 | **Tester** | Wong Kit Chun |
| **Unit Name** | Boost | | |
| **Test Case Description** | When the player ship collides with the “Boost Up”, the ship of the player will be buffed. | | |
| **Result** | PASS | **Incident Number** | 1 |
| **Requirement(s)** | / | | |
| **Roles and Responsibilities** | Wong Kit Chun: test the function | | |
| **Test Case Details** | | | |
| Procedures | Expected Outcomes | Testing Results | Remarks |
| 1) A “Boost up” will appear when a wave is done. | (1) One of the “Boost up” will appear randomly when a wave is done. There are totally 3 type of the “Boost up”, HP recover, increase weapon power and speed up.  (2) “Boost up” drift inside the designated boundary. | (1) OK |  |
| 2) The player of the ship will be buffed when collides with the “Boost Up” | The player ship buffed or recovered HP according to the type of “Boost up” collides. | (1) OK |  |

**NOTE:** *(1) Please make copies of the table given above for* ***EACH*** *of the test cases;*

*(2) For this particular project, the we only adopt unit testing practices;*

*(3) One unit corresponds one* ***GAME OBJECT*** *(with script(s) attached to) in Unity3D;*

*(4) As the given table is an exemplary template, you may use your own creations as long as the necessary components of a test case report have been well included in the table.*

**P4-3** Implementation (OF1/~~2~~)**:**

Boost Up / ~~Spawn Waves~~

|  |
| --- |
| <insert your gameplay screen capture with explanations here>  C:\Users\Anthony\Desktop\ScreenHunter_04 Apr. 12 20.57.jpg  After the player collides with the “Su Boost Up”, the speed of the ship will be increased.  C:\Users\Anthony\Desktop\ScreenHunter_02 Apr. 12 20.56.jpg  After the player collides with the “DU Boost Up”, the player will shoot 3 bolt at each shoot.  C:\Users\Anthony\Desktop\ScreenHunter_03 Apr. 12 20.57.jpg  After the player collides with the “HP Boost Up”, the player will recover to full hp. |

**NOTE:** *(1) Please make short but clear explanations for the screen captures where you think is necessary;*

*(2) Providing the information above is critical to the Agile methodology (as well as your grades), as you need to get quick and clear feedbacks from your stakeholders, saying the teaching team in this particular case;*

*(3) Please make sure the resolution of the diagram is high enough so that any text appears in this diagram can be easily read.*

***< End of Phase 4 report>***