

Project Part III: Bit-Man!

Who: Peter Huynh, Jennifer Michael, Jesus Ortiz Tovar, Brooke Robinson, Cary Sullivan

Title: Bit-Man!

Vision: Bit-Man! is a thrilling first-person maze game that takes users on a unique virtual reality adventure.

Automated Tests: Because of the nature of our project, Professor Boese assigned the Python Koans to us in place of unit tests for our assignment. On our GitHub repository, you will find a folder showing video screen captures of the first 40 Koans being completed. There was some confusion at the beginning on the order in which to try the Koans, so please forgive that.

Please see the videos uploaded to GitHub to see the output of the tests.

User Acceptance Tests:

Project Name: Bit-Man!		Test Case 1				
Test Case ID: 124		Test Designed by: Jennifer Michael				
Test Priority (Low/Medium/High): High		Test Designed date: 11/2/2015				
Module Name: Autowalk		Test Executed by: Brooke Robinson				
Test Title: Confirm Autowalk		Test Execution date: 11/8/2015				
Description: Agent walks automatically after "click" on Google Cardboard						
Pre-condition:		Game is running on user's phone and in Google Cardboard device, user has "clicked" the button on Google Cardboard with intention of playing game.				
Dependencies:		Game is installed on user's phone. User has Google Cardboard.				
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Open App on User Phone	N/A	Application starts running	Application starts running	Pass	
2	Place cardboard headset on	N/A	User sees 3D Virtual Reality start screen	User sees 3D Virtual Reality start screen	Pass	
3	Navigate to play phone by pressing button	N/A	Start screen goes away and user is stationary in Virtual Reality world.	Start screen goes away and user is stationary in Virtual Reality world.	Pass	
4	Press button to autowalk	N/A	User begins "walking" forward, seen as moved in between walls	User begins "walking" forward, seen as moved in between walls	Pass	Walks a little too fast

Project Name: Bit-Man!		Test Case 2				
Test Case ID:	12911	Test Designed by:	Jennifer Michael			
/Medium/High:	High	Test Designed date:	11/2/2015			
Module Name:	Start Screen	Test Executed by:	Brooke Robinson			
Test Title:	Start Screen to About Screen	Test Execution date:	11/8/2015			
Description:	User can navigate to the About screen via the Start screen					
Pre-condition:	N/A					
Dependencies:	Application is on phone.					
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Open application on phone	N/A	Start screen is displayed with name, "Play", "About", and "Quit" options displayed; and depictions of ghosts beneath that	Start screen is displayed with name, "Play", "About", and "Quit" options displayed; and depictions of ghosts beneath that	Pass	
2	Tap "About"	N/A	About screen opens	About screen opens	Pass	Ghosts are adorable.

Project Name: Bit-Man!		Test Case 3				
Test Case ID: 69		Test Designed by:	Jennifer Michael			
Priority/Medium/High: Low		Test Designed date:	11/2/2015			
Module Name: Start Screen		Test Executed by:	Brooke Robinson			
Test Title: Start Screen Quit		Test Execution date:	11/8/2015			
Description: User can quit the application by tapping "Quit" on Start screen						
Pre-condition: N/A						
Dependencies: App is on phone.						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Open app	N/A	Start screen is displayed with name, "Play", "About", and "Quit" options displayed; and depictions of ghosts beneath that	Start screen is displayed with name, "Play", "About", and "Quit" options displayed; and depictions of ghosts beneath that	Pass	
2	Tap "Quit"	N/A	Application quits.	Application quits.	Pass	

VCS: https://github.com/PeterTranHuynh/CSCI3308_Bit-Man