

## Porter Run!

Team: LargeSoda

Date:7/23/2019

- A. User Story 3 from Sprint2: As a {Player}, I want the game have a title and the gameover state.
- B. User Story 4 from Sprint3: As a {Player}, the game should have title and loading page.

Scenario:

- a. Open the webpage, the player can see the title page and buttons on the main menu.
  - b. Press the 'START' button to start the game.
  - c. The player could see the loading bar of the game.
- C. User Story 1 from Sprint1: As a {Player}, I want to have a controllable character, so that I can actually 'play' the game.
  - D. User Story 2 from Sprint1: As a {Player}, I want to have multiple platforms and background, which makes it a platform game.
  - E. User Story 1 from Sprint2: As a {Player}, I need some generated challenges, such as terrain or enemies, so that game would be interesting.
  - F. User Story 5 from Sprint3: As a {Player}, I need some more diverse enemies
  - G. User Story 6 from Sprint3: As a {Player}, I need some pickups to make the game more interesting
  - H. User Story 2 from Sprint2: As a {Staff from UCSC}, I want it could include some UCSC pictures and buildings into the game so that players who play this game will learn some information about the campus.
  - I. User Story 4 from Sprint2: As a {Player}, I want audio, image and animations are all included in the game.
  - J. User Story 3 from Sprint3: As a {Player}, the game should have music and sound effects
  - K. User Story 2 from Sprint3: As a {Player}, the game should have an end with the completed level.
  - L. User Story 6 from Sprint2: As a {Player}, I want there is no obvious bug in the game.

Scenario:

- a. The player can use arrow key ← and → to move and use arrow key ↑ to jump.
- b. By moving the main character, the player would see the 'Slug' has a moving animation.
- c. The player could see multiple platforms and background inside the stage.
- d. Meanwhile, the player could hear the background music for the game.
- e. At the start point of the game, there is a background which represents the bus stop in Porter College. The player could see and know that there is a bus stop for the Porter College.

- f. At the start point of the game, there is a background which represents the bus stop in Porter College. The player could see and know that there is a bus stop for the Porter College.
  - g. Also at the start point of the game, the player can see the moving enemies. Enemies have moving animations. The player could avoid the enemy or jump onto it to kill it. Player will die if collide with the enemy from left or right.
  - h. Control and move the character toward right.
  - i. The player can see a gap between the two platforms. The player would die if he/she falls down to that.
  - j. The player could see the pickups, which is pizza in the early stage. The player would gain score if he overlap the pizza.
  - k. Keep moving toward right.
  - l. The player should see a dining hall with portal in the game, which is the ending of the game.
  - m. The player overlap the portal with a high enough score, the game ends.
  - n. If the whole process goes without any problem, then the player won't notice any obvious bugs.
- M. User Story 5 from Sprint2: As a {Player}, I need something like scoreboard to record my score, so that I will be inspired to play it several times.
- N. User Story 7 from Sprint3: As a {Player}, I want my score to be stored online inside a leaderboard.
- O. User Story 3 from Sprint1: As a {Player}, the game should be able to restart by pressing some buttons on the keyboard, so that I can play it as many times as I want.

Scenario:

- a. Game proceed to Game Over state.
- b. The player could press Restart button to replay the game.
- c. The player can type <Player's name> on the bar, and click the submit button.
- d. The player should see the online scoreboard, which contains anyone who play and submit the score to the game. The player can browse the scoreboard by the mouse wheel.