# System and Unit Test Report

# Dungeon of Pixels, 07/27/2016

# Team Keter

Sprint 1

A. As a player, I want multiplayer system so that I can interact with other players

Scenario:

1. Open server

2. Access the server with 2 clients

3. Players should see each other on the game screen

B. As a player, I want data saving functions so that I can continue to play the game

Scenario :

1. Open server

2. Access the server

3. Close server / client

4. Re-access the server with same account

5. Data(User location, hp, mp, money, exp, …) have to be preserved

C. As a debugger, I want some simple maps so that I can test data structures

Scenario :

Actually, it is nonsense to test this user story in this point. Already 5 maps are made and you can check it on data/maps folder.

Sprint 2

A. As a player, I want GUI so that I can play the game comfortably.

Scenario :

1. Open client

2. User should see GUI

B. As a player, I want leveling system so that I can raise my character.

Scenario :

1. Open client & server

2. Access the server with the client

3. Go down the map and move to left blue portal

4. Combat with monsters and get EXP

5. User should see level/EXP when he/she enter the menu (Press enter to see the menu)

C. As a designer, I want map/item maker so that I can make them efficiently.

1. Open map/item maker (Located in SE\DungeonOfPixelsMapAndItemEditor\DungeonOfPixelsMapAndItemEditor\bin\Release) (Note that it might be buggy without Korean font)

2. Click “New map” button and create new map

3. Type “aa” on the textbox that is located in top-right corner and click “T” button

4. Click left top corner of map

5. See if text has been changed to “aa” from a box

6. Click right side of image button (locates under “T” button) and select color

7. Click “B” button and click any position of the map

8. See if Background’s color has been changed.

9. Also check fore color tool(“F” Button).

10. Click Export map and verify the result.

Sprint 3

A. As a designer, I want map/item maker so that I can make them efficiently.

(This user story was gone to the product backlog at the end of sprint 2, and fully implemented on the sprint 3. So I made the scenario on sprint 2)

B. As a player, I want cool graphics so that I can enjoy the game.

(This is not objective, so it is not possible to test whether this user story has been implemented)

C. As a player, I want sufficient game system so that I do not feel tedium during the play.

(This is also not objective, so it is not possible to test whether this user story has been implemented)