System Test Report
Alien Clean Up
revision #:2
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Sprint 1:
As a Team, we want everyone to have some basic knowledge of Unity Engine.
- No testing required

As a Player, I want to be able to control my character.

- Test all controller assignments moving entities
    - Joysticks moving proper assigned characters on all scenes
    - Buttons assigned appropriately
    - Buttons on one player's controller not interfering with other players buttons

As a Player, I want a field to play on, so that we can compete with the other team.

- Test level player collisions on all parts of level.
    - Slimes
    - Janitor
- Inspect all parts of level for visual inconsistency.

As a Player, I want a game that can be won or lost.

- Test floor slime laying count for different inaccuracy.
    - 0 floor slimes
    - 3 starting floor slimes
    - Other numbers of floor slimes

As a Player, I want a form, so that I know where I am.

- Test environment interactions to see if graphical glitches result
- Test character interactions to see if graphical glitches result

Sprint 2:

As a Player, I want to have a unique character to distinguish me from the rest of the players.

- Test animations to see if they play at the appropriate times
  - Janitor walk speeds
  - Janitor collision with walls while animating
  - Slime stretch before boost

As a Player, I want the game to be satisfying and fun to play.

- Janitor Sprinting mechanic
  - Sprint at slimes and around all parts of level
  - Sprinting while performing other actions
  - Sprinting while no joystick input
- Janitor vacuuming floor slime and player slimes
  - Vacuuming while abducted a slime
  - Sprint then vacuum abduct slime
  - Slimes in the Jail trigger box while trying to deposit
- Slime stretch and fling mechanic
  - Boosting around the level
- Slime fusing
  - 3 slimes fusing
  - Slimes boosting into each other

As a Player, I want a field to play on, so that we can compete with the other team. (Expand from Sprint 1).

- Test level player collisions on all parts of level.
  - Slimes
  - Janitor
- Inspect all parts of level for visual inconsistency.

As a Player, I want menus to select game options with.

- Implement pause Menu
  - Pause game while doing all player actions to see if unexpected behavior results

○ See if controller input is working for all controllers
　● Implement pre-game options menu
　　　　○ Test all to see if proper scenes load

Sprint 3:

As a Player, I want the game to be satisfying and fun to play. (Finish these implementations from sprint 2)

　● Play test the game

As a Player, I want to have a unique character to distinguish me from the rest of the players. (Finish from sprint 2)

　●

As a Player, I want the game to be bug free.

　● Add bugs to the bug tracking spreadsheet

As a Player, I want the game to have lots of visual feedback and polish.

　● Test previous actions to see if sound effects are playing appropriately
　● Look for visual inconsistencies during playtests

Process for Bug Fixing:
1. Log the bug in the bug tracking sheet
2. If the bug is trivial and part of your current work you may fix it without consultation
3. Otherwise if the bug affects someone else's feature be sure to consult them on the issue before making major changes

Known Bugs:
[Bug Tracker Sheet](#)