

System and Unit Test Report

Rage Quit

The Fumbling Five:

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Sprint 1:

User Story: As a player, I want a starting room with objects so I can have a bunch of items to choose from.

Scenario:

1. Player presses play
2. Environment (player's room and surroundings are loaded) and interactable objects are loaded
3. Player is then loaded into the room designated by the player.

User Story 2: As a player, I want interactive controls so that I can be able to move around the world and destroy objects

Scenario:

1. Player wishes to move either forward, backwards, left, or right
2. Player presses W, S, A, D [FirstPersonController.cs] and the character animation plays in response to movement [InputHandler.cs]
3. The Player can look around their environment as if they were the character in the game. [CameraController.cs]
4. Player wishes to destroy an object
5. Player faces the object and hold the left mouse button to destroy it [DestroyInteractable.cs]

Sprint 2:

User Story: As a player, I want the environment I'm in to feel real. (Models and assets for the objects)

Scenario:

1. Player presses play to load into the game
2. Player looks around the environment to see the models in the game.

Sprint 3:

User Story: As a player, I want a main menu and loading screen to change options and start the game

Scenario:

1. When the game starts, it brings you to the main menu with the options screen. [Options.cs]
2. When you click "Play", it shows a real time loading screen [Options.cs]

3. When you load into the game, a tutorial screen pops up on screen [PopupScript.cs]

User Story 2: As a player, I want to see real time shadows.

Scenario:

1. Player presses play
2. Environment, lighting, and interactable objects are loaded. Skybox is also loaded.
3. Player loads in.

Sprint 4:

User Story: As a player, I want to control the volume and set it to full screen in the options menu

Scenario:

1. Player presses “Options” on Main Menu [Options.cs] [PauseMenu.cs]
2. Player can check the “Fullscreen” box to make the game full screen [Options.cs] [PauseMenu.cs]
3. Player can adjust the “Volume” slider to change volume [Options.cs] [PauseMenu.cs]

User Story 2: As a player, I want an end screen where I can try again and see the leaderboard

Scenario:

1. When the timer is up [Timer.cs], the end screen is shown with the current leaderboard [Leaderboard.cs].
2. The player has the option to input their name to save their score. If their score is better than any in the top 5, the leaderboard updates the top 5. [Leaderboard.cs]
3. The player can also click “Try Again” to reset the game.[Timer.cs]

User Story 3: As a player, I want to feel powerful wielding a mallet.

Scenario:

1. Player see mallet in room
2. Player pick up mallet by holding the left mouse button [InteractionController.cs, PickUpMallet.cs, Hoverable.cs, IHoverable.cs, IInteractable.cs, InteractableBase.cs, InteractableBase.cs, InteractionData.cs, InteractionUI.cs, InteractionUIPanel.cs, InputHandler.cs, etc.]
3. Player can now see their playable character holding the mallet [PickUpMallet.cs]
4. Player earn more score breaking objects with the mallet active [PickUpMallet.cs, Score.cs]