

Team: cd msc/

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Quizard Quest Iteration 2 Test Instructions:

Idea behind the game:

Quizard Quest is a flashcard-based adventure game, which uses risk and reward to gamify your studying experience! Users create flash cards online, and then use those cards to create decks of flash cards which they can use to play various game modes. We haven't started development of the game frontend yet, but as of now, you can create cards and add them to decks.

Testable Features According to Feature Set Plan:

I. View User's Profile Page

A. Features

1. Username

- a) Can view this

2. Avatar

- a) Can view this

3. Show Game Statistics

- a) Can view Gold earned
- b) Can view Experience gained

(1) Shown categorically: Math, Science, English, Language, History

- c) Can view Achievements unlocked

4. List of the player's decks

5. Link to edit decks

- a) Implemented in previous iteration

6. Link to create decks

- a) Implemented in previous iteration

7. Link to create a card

- a) Implemented in previous iteration

8. Link to logout

- a) Logging out takes the player to the index page

(1) Logging in and creating an account were implemented in previous iteration

9. Link to game menu where a new game can be started

10. Link to game store

a) Can view gold

b) Can view items available in the store

II. Play a Game

A. From the game menu: Select...

1. A game mode (required)

- a) Training
 - (1) *Unrestricted: No Gold required*
 - (2) *Risk and Reward: Low*
 - (3) *View description of mode*
- b) Quest
 - (1) *Restricted: Can only select if the player has enough gold*
 - (2) *Risk and Reward: Medium*
 - (3) *View description of mode*
- c) Save the World
 - (1) *Restricted: Can only select if the player has enough gold*
 - (2) *Risk and Reward: High*
 - (3) *View description of mode*

2. One deck of cards made by the player before hand (required)

- a) Can select only one deck
- b) Will display the names of the player's decks
- c) Deck and Card creations were implemented in previous iterations

3. Start Game button

- a) Can only select Quest or Save the World if the player has enough Gold otherwise an alert will appear

B. Start Game: Description of the Game Modes for Testers

1. Training

- a) Various monsters will appear and ask a question. Each monster will be defeated after one question. In this mode, there is no penalty for wrong answers, so there is no health indicator. There is no time limit, so there is no clock either.

2. Quest

- a) Various monsters will appear and ask a question. Each monster will be defeated after one question. In this mode, there is a penalty for wrong answers. There is a health indicator that will lower in value by one each time a question is answered incorrectly. Having a health of zero will result in the end of the game. There is no time limit, so there is no clock.

3. Save the World

- a) A single boss monster will fight with you, asking questions. The boss will take a hit each time you answer correctly and the player will take damage each time you answer incorrectly. Your goal is to defeat the boss within the time limit runs out. You can lose if you lose all of your health, or if the clock runs out and you haven't defeated the boss.

III. View Cards in Android

A. Log In as User

1. **Username**
 - a) Required
2. **Password**
 - a) Required
3. **Must be a user already in the db**
4. **Redirect to user Profile Page**

B. View Profile

1. **As described in part I.**

C. Features available in Android

1. **Can't:**
 - a) Cannot create a new account
 - b) Cannot create a new card
 - c) Cannot create a new deck
 - d) Cannot view game store
 - e) Cannot view player statistics
 - f) Cannot use Quest or Save the World modes
2. **Can:**
 - a) Can use training mode

What You Will Not Be Able to Do:

1. You will not actually be able to buy anything in the store
2. You will not actually use Facebook to login

From Previous Iteration:

Quizard Quest Iteration 1 Test Instructions:

Areas to focus testing on:

Card creation: Can you create cards easily and robustly? Are there any values that will cause an error?

Website flow: Are all of the pages leading to the correct places? Are there certain values that you can fill in that break the code, or take you out of CSS'd pages for error messages?

Deck Creation: Are there any problems with deck creation and viewing? Can you do things like double add cards, or have error-returning values?

Just a few quick pointers to help you out:

- The server is located at <http://54.200.82.84/Quizard-Quest/Website/>
- There are no test accounts or admin accounts premade as of yet, but feel free to make your own!
- Please try your hardest to break everything! The more bugs you find, the less users will!
- We don't have any Android running yet, nor is the actual game working/developed.

A sample list of steps you can follow to check the features:

1. Create a new user
2. Create a new Card
3. Create a new Deck
4. View Deck
5. Logout
6. Login
7. Create another Card
8. Create another Deck
9. View Decks
10. Logout
11. Try to break it!