**System and Unit Test Report**

**VR Robocopter**

short line

**Team Name:** VR Game Project   
**Members:** Geoffrey Herz (PO/SM), Gabriel Larwood, Henry Tan, Shao Liang (SM), and Shant Cancik

**System Test Scenarios**

* **Sprint 1**
* Our Sprint 1 consisted of each of us taking a Udemy tutorial on making VR games in Unity. Development of our product did not begin until Sprint 2.
* **Sprint 2**
* **User Story 1:** {As a developer, I want to establish the characteristics of basic player controls so I can place them into the game environment}
* **User Story 2:** {As a developer, I want to create a fluid environment design so that the processing power of the phone is efficiently used}
* **User Story 3:** {As a developer, I want to script the physics of game objects so the interactions and movement behave accordingly}
* **User Story 4:** {As a user, I want to see a variety of obstacles so that I can play a more enjoyable game}
* **Scenario:**
  1. Start Robocopter app; equip VR headset; select “PLAY GAME” button;
  2. Once flight begins, control your ship with head movements; fly through the randomly generated tunnel and avoid various obstacles like cubes, cuboids, and enemy ships;
  3. Press the button on the VR headset to shoot bullets from your ship and destroy enemy craft;
  4. Crash into one of the obstacles, sending you to the end game scene;
  5. The player should notice that it is easy to move throughout the environment and that their phone is able to efficiently process the level generation. The user should notice the different obstacles, adding sufficient variety without cluttering the screen. The player should also notice how colliding into any obstacle will result in the game ending
* **Spring 3**
* **User Story 1:** {As a user, I want to an expansive map or a series of levels to explore so that I can enjoy extended playtime}
* **User Story 2:** {As a developer, I want the project to have Foley that matches events in the game so that I can have a more immersive experience}
* **User Story 3:** {As a developer, I want the project to have a dedicated art style where we can create our own assets for and pull free pre-created assets so that we can create a unique looking game}
* **Scenario:**
  1. Start Robocopter app; equip VR headset; ensure the volume on your phone is on;
  2. Enjoy the soundtrack and sci-fi scenery while you float through the main menu; select “PLAY GAME” button;
  3. In the game, avoid generated obstacles and enemies that spawn at the end of the tunnel; listen to more music as you play the game; crash to head to the game over scene;
  4. In the game over scene enjoy more music while you observe your scores in the world around you; select “QUIT” or “PLAY AGAIN”;
  5. In the menu screen the player will notice the neon sci-fi art style and electronic music that will set the artistic theme for the rest of the game. The player will also notice that there are three distinct scenes: menu, game, and game over scenes. While the user is in the game scene, they will hear a laser sound effect every time he/she presses the button to fire the ship’s weapon. The user will also see a cockpit, an animated/functional heads up display, and unique enemy ship models that were made in Blender. Finally, the player will notice their current/high scores displayed in the end scene.

**Unit Tests**

* See Testing folder on our GitHub