Against The Swarm

BuzzHive Games

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Systems and Unit Test Report

**Sprint 1 User Stories**

* As a player, I want to be able to retreat to a new map when the swarm destroys my last town so that I can continue playing.
* As a player, I want to be able to gain Follower Resource by protecting refugees as they flee the swarm.
* As a player, I want to be able to view a list of items from monsters and the amount of Follower Resource I have so that I can make decisions about what followers to hire.
* As a player, I want to see the technologies available and those that I have purchased, so I know my status.
* As a designer, I want the invasion rate to go up if there are more enemies so that the player has to keep fighting faster.
* As a player, I want to be able to shift the camera focus between the town and battlefield.
* As a player, I want to be able to hire followers with a Follower Resource so that I can fight the swarm more effectively, process items, research technology, and mine crystals to send myself, my followers, and refugees into a safer realm.
* As both a player and a designer, I want a group of combatants to be able to fight another group of combatants so that combat is more interesting.
* As a player, I want to have a new item system, so I can see how much of each item I have and gain advanced items.
* As a player, I want a tree of technologies so that I can increase the power of followers
* As a player, I want to be able to reclaim towns, so that I can eventually fight the swarm back to its home realm, kill it, and win the game.

**Sprint 1 Scenario**

1. User loses 5 towns. When user loses last town, the invasion bar on the top should be reset and all towns should not be destroyed.
2. A specific resource should slowly be growing as time progresses. This growth should be proportional to the amount of followers present in party.
3. User can see their resource count displayed in a list on the right side. The user should be able to see the enemy stats and what they drop on the bottom left of the screen when the enemy is clicked.
4. Go to page 1 or page 3 of the stats page. On either page, all bought technologies should be highlighted green.
5. Let game sit for a while. The invasion bar should start growing fast. Then battle the enemies until there are less or none. The invasion bar should grow slower or even halt.
6. Click the engage button. The UI should shift to the right and the user should be able to see both a list of enemies and allies.
7. Click the disengage button. The UI should shift to the left and the user should see a list of options to hire more followers and list of fighters.
8. On the right side of the screen should have a list of + buttons. If a user has a follower and clicks one of the + button, they will hire a specific type of follower.
9. Click the engage button then click the fight button. After this, fighters should have lost hp based on the enemies and enemies should have lost hp based on fighters.
10. The right bar of web page should have 9 types of resources shown with the amount next to the picture.
    1. Followers should be acquired over time.
    2. Meat should be acquired by killing monsters.
11. Go to page 1 or page 3 of the stats page. In either page, the user should be able to buy upgrades only after previous upgrades have been purchased.
12. When the user manages to push the wave back to an earlier town, they can click the reclaim town button. When clicked, they are sent into battle against a certain number of enemies. When all enemies have been defeated, the swarm is pushed back and the player’s location will be on the town.
13. When the user manages to push the wave out of the world, the user should be able to travel to the next world that was destroyed or win if there are no more worlds.

**Sprint 2 User Stories**

* As a player, I want to be able to reclaim towns, so that I can eventually fight the swarm back to its home realm, kill it, and win the game (continue from sprint 1).
* As a player I want to be able to use Follower Resource to hire fighters to join my party, so I can more effectively fight the swarm.
* As a player, I want to hire a Magic User with an attack that charges up and does damage in a burst, so that I can overcome enemies with high damage-reduction.
* As a game designer, I want technologies in the tech-tree to be hidden until the player has researched the prerequisite technologies, so that there is an air of mystery about the tree’s progression.
* As a game designer, I want to be able to lock and unlock various follower types, so that I control the pace of the game for the player.
* As a game designer, I want the number of followers that the player can take with them when they retreat to a new world to be limited, so that they have to make decisions about who to take with them and if they will hire more miners/teleporters in the next world.
* As a player, I want to gain resources over time and from fighting monsters.
* As a player, I want to be able to see gameplay represented visually, so I can quickly understand and react to the game state.
* As a player, I want to be able to be able to convert processed items into technologies by clicking options in an on-screen tech-tree so that I can increase the effectiveness of my fighters, my followers, and construct the secret weapon that destroys the swarm.
* As a player, I want to be able to take an action in combat that shields my Magic Users so that I can charge them up while letting my tougher fighters soak damage so that my Magic Users will be able to attack more reliably.
* As a designer, I want a Boss Monster to be engaged when a player attempts to reclaim towns, so that reclaiming territory is a challenge.
* As a Designer, I want all my game logic variables and functions to be all in one class so that it will be easier to read the code and also make it possible to save the game if we have time.

**Sprint 2 Scenario**

1. At the list of hire follower buttons, there should be a hire mage button. This should only be clickable if the user has enough resources. Once clicked, a mage is added to the party
2. During a battle, a mage should be able to gain charge every time the player clicks fight. If the mage has enough charge, the mage should attack a random enemy. If the mage is attacked, he loses all charge.
3. Go to page 1 or page 3 on stats page. The user should only be able to see all the technologies he has purchased and the next technology available. Every other technology should remain hidden.
4. The list of followers hire buttons should all be unclickable until the right technology is bought.
5. display how many crystals the player has and a list of followers followed by how many of these followers the user has and wants to bring. When the user is pushed out of the last town, a modal should pop up. This modal should

* There should be a + button that allows the user to bring a follower in exchange for a crystal
* There should be a - button that allows the user to remove a follower from the party and gain a crystal
* There should be a ++ button that allows the user to bring a larger increment of followers in exchange for that amount of crystals.
* There should be a teleport button that allows the user to lock in the user’s choices and move them to the next world.

1. When an enemy dies, the player resource counters should increase based on the amount the enemy dropped.
2. The enemies, fighters, resource icons, hire icons, action bars, and the house icons for the invasion bar should all be replaced with pictures.
3. The technology tree on page 3 of stats page should have a list of techs you have and the one you can purchase. The techs must be locked behind a certain amount of resource and the player can only get it when they have enough resource.
4. There should be a Guard button in the action buttons. This button should only be clickable when the user is in battle. When clicked, the magic user and enemies should not take any damage and the mage should gain a charge. The enemy still attacks fighters randomly.
5. When users pushes back the wave to a destroyed town or to the end of a world, they should be engaged into a fight with a boss. A boss monster will have increased attack and health. When beaten, the town should be reclaimed and the swarm pushed back.
6. All variables that are altered for game reasons should be under the game object. They should all be called by game.(variable).

**Sprint 3 User Stories**

* As a player, I want the game’s look to be consistent and professional, so that I maintain awareness of the game state without being distracted.
* As a designer, I want the statistics of the game, monster/fighter/follower be balances, so that players can expect a certain runtime.
* As a designer, I want the technologies to modify the other statistics in a game in such a way that provides the player with meaningful choices that each feel like they have an impact so that the player is entertained and keeps playing.
* As a designer, I want there to be a way of scoring a player’s run through the game so that they can know their competency and perhaps set goals for future attempts.
* As a game designer, I want the number of followers that the player can take with them when they retreat to a new world to be limited, so that they have to make decisions about who to take with them and if they will hire more miners/teleporters in the next world (continue from sprint 2).
* As a player, I want their to be a Boss Monster Sprites, so that when I’m fighting a boss monster I know what kind of challenge I’m facing, and I can feel good when I overcome it.
* As a designer, I want there to be a Monster Tracker object in the game that keeps track of what enemies the player has killed so that I can set up systems that respond to player action incentivizing theme to shift strategies.

**Sprint 3 Scenario**

1. The webpage should work in all resolutions. Objects should not overlap and text should not be pushed down.
2. The action buttons should have their own sprites.
3. There should be a stats page on the bottom left corner that only displays one set of information at a time. The user can switch to different sets of info by clicking the buttons on the left of the display.
4. On page 2 of the stats page, the user should be able to see a list of monsters he kills and fighters that have died. These should increment whenever one of the corresponding units have died.
5. The boss should not be only text and should have a still image.
6. Monsters should spawn at random.