# Software Quality Assurance Plan

Kindred Flames

Prepared by Real Software Company

CSE 474

Approval from Brother Scott Wood:

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# Version History

| Dates | Updates | Version | Author |
| --- | --- | --- | --- |
| 10/5/24 | - initial draft  - title page  - revision page  - Table of Contents  - Stubs | 0.1.0 | Trevor Jacques |
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# Section 1 Introduction

Purpose: The purpose of a software quality assurance plan is so that those who will be working on this project may know the steps and plans they should follow and the concept of operations. It can also help those who read it to remember the contract made between us and our clients.

Scope: This project entails a game demo that has character movement, animation, and combat. The game will have multiplayer cooperation allowing up to four users to play alongside each other. The demo will consist of one dungeon in order to allow users to see level design, puzzle solving, combat, and general gameplay feel. The enemy AI will need to have player detection, health, animation, and other stats.

Stakeholders: Our many stakeholders include developers, Epic Games the owners of the Unreal Engine, and those who might help fund the full game.

# Section 2 Definitions

Some key terms and acronyms

| Term/Acronym | Definition |
| --- | --- |
| AOE | Area of Effect - Effects that happen in an area rather than just one entity |
| DOT | Damage over time - effect/condition where player or enemy will lose hp over time |
| CO-OP | Cooperative - A form of multiplayer where users work together |
| HP | Hit or Health points - What determines if the user is “alive” or not |

# Section 3 References

References go here