System Test Procedures

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Requirement: System must be able to accept users onto the webpage

1. User opens a browser accessing the internet
2. User enters the appropriate URL into the address bar to access the website
3. The user is then taken to the landing page of the website

Requirement: System must be able to take the user to the game, “Rogue”

1. User accesses the website
2. User then navigates to the landing page of the website and access the navbar
3. User selects the “Games” tab
4. User is taken to the “Games” page
5. User then selects the “Rouge” game

Requirement: User can play the game

1. User accesses the game
2. The system displays the main menu of the game to the user
3. User then selects the ‘Play’ option
4. The game begins
5. User can play the game

Requirement: User can restart the game

1. User can play and access the game
2. User can use the ‘R’ key to reset the game at any time, but all enemies are reset and the score resets

Requirement: System can display global leaderboard

1. User completes the game, and their score is saved in the website
2. System stores the score and the username that the User selected for the game
3. System displays the stored score and username on the global leaderboard
4. System arranges the scores present based on the highest score to the low score

Requirement: System must be able to always add the highest score on the leaderboard

1. System obtains the scores and usernames
2. System compares the new score with the previous scores and sorts the scores and scorers in order.
3. If there are 10 previous scores and the new score is greater than the 10th score than the 10th score is deleted, and the new score and scorer are displayed in the appropriate spot
4. System takes the lowest score and its corresponding username and deletes them from the records and the leaderboard entirely

Requirement: Game can track the time completed by the player and add that to the score

1. Game tracks the score of the player from the enemies that they defeat and displays that on the site
2. Game tracks the time of the player starting from 0, counts up and when the player completes the game, the time stops
3. Once the game is completed the time is then added to the score based on how fast the completed the game.
4. System then stores the score of the User.

Requirement: Game controls work effectively

1. User enters the game
2. User presses “A”
3. Player moves to the left and displays Run Animation
4. User presses “D”
5. Player moves to the right and displays Run Animation
6. User presses “W”
7. Player jumps and displays Jump Animation
8. Player presses the Space Bar
9. Player attacks in front of them and displays Attack Animation

Requirement: Enemy attacks player

1. User enters the game
2. User’s character gets close to an enemy
3. The enemy begins to attack the enemy

Requirements: Enemy takes damage

1. User enters the game
2. Enemy has a set amount of health (max health)
3. Enemy has an amount of health to reflect its current amount of health (current health)
4. Enemy receives a hit from the Player or is damaged by an environment hazard
5. Enemy’s current health is reduced

Requirements: Enemy Dies

1. User nears an enemy
2. User attacks enemy
3. Enemy loses amount of health equal to the damage of the player’s attack damage
4. Enemy loses all its health
5. Enemy is deleted from the current scene

Requirements: Player receives damage

1. User takes damage from an enemy through collision or from an environmental hazard
2. User’s current health is tracked
3. User’s current health is subtracted from the current amount of damage being produced and the current health is updated with the new current health

Requirements: Player dies

1. User takes damage from an enemy through collision or from an environmental hazard
2. User’s current health is tracked
3. User’s current health is subtracted from the current amount of damage being produced and the current health is updated with the new current health
4. User’s current health becomes equal to or less than zero
5. User’s character is deleted
6. The Game Ends

Requirements: View Scoreboard

1. User is at the main menu of the game
2. User selects “Scoreboard”
3. Scoreboard is displayed to the User’s main screen with the updated scores

Requirements: Health Bar UI working

1. Health bar tracks the current health of the User
2. Health bar tracks and sets the max health to that of the User
3. User takes damage
4. User’s current health is reduced
5. Health bar notices the current health has reduced and stores the new value
6. Health bar updates its own current health
7. The health bar reduces the filled bar to the new current health of the User

Requirements: Health Bar displayed

1. User starts the game
2. Health bar displayed at the top left of the screen

Requirements: Camera Follows the User

1. User starts the game
2. The main camera takes the current position of the user and stores the position
3. Camera zooms into the User’s position to limit Field of View
4. User moves the character
5. Camera updates the new position of the user constantly
6. Camera compares the new position of the user to its own position
7. Camera then transforms from the old position to the new position using the predetermined movement speed of the camera

Requirements: Player is affected by gravity

1. User starts the game
2. User’s character is affected by the physics through the rigidbody selected.
3. User’s character falls when not in direct contact with a platform

Requirements: Player reaches boss

1. User starts the game
2. User comes into the Boss Battle Area
3. Camera becomes fixed and no longer moves according to the player’s movements
4. Boss’s health is displayed as a health bar
5. Boss battle begins

Requirements: Player damages the boss

1. User starts the game
2. User comes into the Boss Battle Area
3. Camera becomes fixed and no longer moves according to the player’s movements
4. Boss’s health is displayed as a health bar
5. Boss battle begins
6. User attacks the Boss enemy
7. Boss enemy’s current health is reduced by the user’s damage amount

Requirements: Player defeats the boss

1. Boss’s current health reaches or goes below 0
2. Boss is deleted from the game world

Requirements: Final Star appears

1. Boss is defeated
2. Final Star Appears

Requirements: User wins the game

1. User defeats the boss
2. User collects the final star
3. User wins the game

Requirements: Final Star Acquisition

1. User’s character comes in contact with the final star
2. Final star is collected

Requirements: Contact page displayed

1. User enters webpage
2. User enters the navbar
3. User clicks on the ‘Contact’ tab
4. User is taken to the contact page
5. Developer’s contact information is displayed to the User

Requirements: Games Page is Displayed

1. User enters the webpage
2. User enters the navbar
3. User clicks on the ‘Games’ tab
4. User is taken to the games page
5. All games are then displayed to the User

Requirements: Home Page is Displayed

1. User enters the webpage
2. User enters the navbar
3. User clicks on the ‘Home tab
4. User is taken to the homepage

Requirements: Info Page is Displayed

1. User enters the webpage
2. User enters the navbar
3. User clicks on the ‘Info’ tab
4. User is taken to the information page
5. Info about the developer and the goal is displayed here