

ACCEPTANCE TESTS		OPTIONAL ACCEPTANCE TESTS		
US06 - THERE ARE DIFFERENT OBJECTS IN THE WORLD	[-] There are two types of objects. An object can be a wall, a tree, a building, an armor, a weapon, etc.	1.5	[-] The Object class and the Character class extend from an Element class	0.25
US07 - THERE ARE DIFFERENT CHARACTERS IN THE WORLD	[-] There is three types of characters. A character whatever element that moves through the world such as for exameple a hero, an enemy, an animal, etc. [-] All the objects share a set of attributes so their definition has to be done using the inheritance capabilities of C++ [-] All the characters share a set of attributes so their definition has to be done using the inheritance capabilities of C++ [-] You have to define one method as pure virtual at least		[-] There is more than three types of objects and/or more than three types of characters	0.25
US08 - THE OBJECTS AND THE CHARACTERS ARE DISPLAYED IN THE WORLD	[-] The world definition contains a list of objects and a list of characters to be displayed using the polymorphic capabilities of C++. You can use a single list or two independ lists for storing the game elements [-] The game engine shows the different game elements		[-] Templates are used to manage the elements in the data structures	0.25
US09 - PLAYER INTERACTS WITH THE WORLD	[-] The game engine implements collisions		[-] Player can pick up and use objects [-] The objects are stored in a game inventory [-] The engine draws the game inventory in the game screen	0.5
US10 - THE GAME HAS A END	[-] Player can win or lose [-] Game engine shows a winner or game over screen		[-] Characters are displayed using differentsprites	0.25

How we achieved those user stories.

US06 - There are different objects in the world

We achieved that creating a class called Element which is the father class of Character and Object. Those two classes also have three more types of different childs.

US07 – There are different Character in the world

As I said previously there are three different types of Objects(Power-up,HealthObject,Environment) and three different types of Characters(MainCharacter, Enemy,NPC). All of them share the same attributes as they use inheritance, also has the same polymorphistics methods.

US08- The objects and the characters are displayed in the world

They are part of the class Terrain, as terrain is the class who has the responsability to Paint the two different lists of objects and Characters. Templates are use don several data structures of the rel ase 2 GameEngine.

US09- Player Interacts with the world.

Player can Attack characters with WASD controls, and get power-ups by getting above the objects, those power-ups would be stored and printed in the inventory Object.

US10 THE GAME HAS A END.

If an enemy attacks you and your life goes equal or below 0 , you will lose the game instantly, otherwise if you kill all the enemies you will win the game. Each scenes are implemented in the game. Each object has shis own sprite.