Frostwood Chronicles 2.0 Test Plan

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December 2023
COMP 486

NEW EFFECTS ARE FULLY BOLDED

Main Menu		
Objective	**Purpose**	**Output/Result**
Tap Play Button	To launch the game	Switches to game activity
Tap How to Play Button	View user manual	Displays the Instructions
Tap screen	Nothing	Nothing
Tap screen (Instructions Up)	Return to Menu	Hides the instructions

Game Screen		
Input	**Purpose**	**Output/Result**
Tap Screen	Move character	Character moves towards tap
Tap and Hold	Display Action Menu	After .5 seconds actions display
Character moves towards edge with flashing arrow	Travel to another tile	Screen changes to next tile Player loses 10 stamina (See unique interactions)
Character collides with water	Pick up water	Water added to inventory count and removed from play
Character collides with food	Pick up food	Food added to inventory count and removed from play
Tap Scroll Icon	**Show Player Stats**	**Displays the players stats.**

Level Up Screen		
Press plus button	**Increases the associated stat**	**Adds one to the plus value and removes a point from Points to assign. If 0 points left to assign, no stat is added.**
Press minus button	**Decrease the associated stat**	**Minus one to the plus value and adds a point back to the points to assign. If stat has no points added to it this level up, nothing will happen.**
Pressing Confirm (After all points assigned)	**Finalize Level Up**	**After last point is assigned confirm button appears. When clicked level up disappears and stats are increased by the amounts selected.**

Action Menu Displayed		
Input	**Purpose**	**Output/Result**
Tap screen (Not a button)	Hide Action Menu	Action Menu hides (Character moves to tapped location)
Tap Rest at Camp Button	Recover Stamina and Health	**Displays text based on current state. Switches to Outcome Screen (See section)** **0 Hydration – No rest** "You are too thirsty to recover from sleep. Drink some water or go find some!" **5 Hydration spent per hour slept** **Wake early when hydration hits 0** **X = number of slept hours** **Display after waking** **10 stamina gained per hour slept** "You were able to sleep for X hours and recover some stamina" **Clock updates per hour slept** **+** **If health recovered (5 per hour slept)** "You were also able to recover X health"
Tap Eat Button	Recover Max Stamina (Fatigue)	**Displays text based on current state. Switches to Outcome Screen (See section)** **Fatigue/Max Stamina at 100 (Maxed)** "You are too full to eat. You don't want to waste your food now do you?" **0 Food -> No Effect** "Your belly grumbles looking at your empty backpack. You have no food to eat. Go find some Food!" **1+ Food -> Minus 1 food and increase fatigue by 25 (caps at total of 100)** "You take a moment to monch on some food. Your stomach thanks you. You recovered X fatigue."
Tap Drink Button	Recover Hydration	**Displays text based on current state.**

		Switches to Outcome Screen (See section) **Hydration at 100 (Maxed)** "You are not thirsty. You need to preserve every drop of water you have." **0 Water -> No Effect** "You frantically search through your bag looking for something to quench your thirst. You feel sandpaper against your throat as you realize you have no more water. You must find something to drink or you will die." **1+ Water -> Minus 1 Water and increase hydration by 25 (caps at total of 100)** "The cool water revitalizes you with each sip. You take a moment to enjoy this. When the final drop this your lips you notice you feel stronger. You recovered X hydration."
Tap Forage Button	Look for resources	**Displays text based on current state. Switches to Outcome Screen (See section)** **1 hour passes (clock changes)** **Find Nothing** "You scrounge through the brush looking for any sign of food or water. An hour passes with no luck." **Find Water** "You start searching. An hour passes. You are about to give up hope when out of the corner your eye you catch a glint of light reflecting off a bottle. What are you waiting for? Go get it!" **Water Icon spawns on screen** **Find Food** "You spot some bunny tracks in the snow and set out to hunt your prey. After some time, you spot a bunny

		cleaning itself under a shrub. You take aim with your bow and fire. Dinner is served. Go pick up your reward. You earned it." **Food Icon spawns on screen**

Event Display Screen

Input	Purpose	Output/Result
Travel to a new Tile (5% on tile revisit)	Prompt player to make choice to deal with event	Drastically varies: Text description of event. Unique button text for 2 buttons associated with each event.
Tap Screen (not a button)	Nothing	Nothing
Tap Button on Left (Text Varies by event)	Complete event as choice 1	**Displays text based on current state. Switches to Outcome Screen (See section)** Outcome varies by event. Changes to stats, time, inventory.
Tap Button on Right (Text Varies by event)	Complete event as choice 2	**Displays text based on current state. Switches to Outcome Screen (See section)** Outcome varies by event. Changes to stats, time, inventory.
Tap Attack when facing presence	**Attack the presence**	**Deals damage to the presence and player takes damage in return. Screen flashes red to indicate damage taken and UI updates.**
Tap Retreat when facing presence	**Retreat from the fight**	**Player takes damage as the presence is sent away. Presence chance resets and screen effect eases.**

Outcome Display Screen

Input	Purpose	Output/Result
Tap Screen (not Confirm button)	Nothing	Nothing
Tap Confirm Button	Return to game	Hides outcome display returning to game screen (see above)

Unique Interactions

Input	Purpose	Output/Result
Every hour passes	Stat loss for player	Varies: -10 hydration

		-5 fatigue (Max Stamina)
Lose Hydration passed 0	Lose Max Health	-Max Health = to loss
Lose Stamina passed 0	Lose Health	-Health = to loss
Lose Max Stamina passed 0	Lose Max Health	-Max Health = to loss
Player takes health loss	Provide player feedback	Screen flashes red
Time pass 00:00	New Day	**Displays New Day Text** **Switches to Outcome Screen (See section)** "You have survived to see another day" Day UI increases by 1
Every 12 hours level up shows up.	**Level Up Screen**	**Every new day player gets 3 points to assign. At midday player gets 1 point to assign. See above level up tests.**
Point in perception	**Adjusts forage rate**	**When foraging player gets 5% better foraging per point in perception.**
Point in endurance	**Adjusts stamina and mana loss**	**Each point reduces incoming damage by 5%.**
Point in attack	**Increases damage against presence**	**Each point increases damage against the presence by 2.**

	Game Over	

Input	Purpose	Output/Result
Player health hits 0	End game	Screen fades to black **Switches to Outcome Screen (See section)** **Displays Results (X values vary)** "You collapse to the snow, unable to go on. With one last strained breath your body goes limp. Survival Time: X day X Hours X Minutes ~~Can you make it further?~~ **The Presence had X health remaining."**
Player kills presence	**End game**	**Screen fades to black and displays the results like above but that the presence was killed.**
Tapping Confirm	Return to start	Returns to main menu