Scrum Sprint 0

Team B5: Peter Sabio, Alek Cylwik, James Gonsalves

**Github Repository**

https://github.com/alekcyl/SER-225-Game

**User Stories**

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| **Name** | **Test ID** | **Bug/Enhancement** | **User Story** | **Test Behavior** |
| Peter Sabio | H5 | Improved Player controls | As a customer I want to improve the player controls so that players have a comfortable and easy to pick up experience. | Players should have more options on how to control their character like using WASD and a space bar to move. |
|  | F2 | Level Selection Screen | As a customer I want to add a level select screen so that players can play multiple levels and select what ones they want to play. | A screen should allow players to choose what level they want to play. |
| Aleksander Cylwik | T1 | Tutorial | As a gamer, I would like the game to clearly display the controls and the goals for the player so all important information is clearly defined and easy to understand. | When the player enters the map they should be prompted with directions |
|  | C1 | Collectibles | As a gamer, I want to be able to collect items and get points for each item so the game takes longer to beat and I can have a score. | When the player walks over a collectable they will receive a point. The player should see how many points they have. |
| James Gonsalves | J2 | Water hazard | As a player, I want the water to be able to damage the player so that there are more obstacles to the level. | When the player touches the water, the game will end. |
|  | K7 | Player attacks | As a player, I want to be able to attack the enemies instead of resorting to avoiding them. | When the player jumps on an enemy, they will be able to defeat the enemy rather than having to avoid them. |

**Test Cases**

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| **Test Case** | | | |
| **Title:** Improved Player Controls | |  | |
| **Test ID:** H5 | |  | |
| **Creator:** Peter Sabio | |  | |
| **Tester:** | |  | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| **1** | Use mouse to select Play game | Game should start as normal |  |
| **2** | Use WASD to control player character | Player character should move as if using arrow keys |  |
| **3** | Use spacebar to make player character jump | Player character should jump as if up arrow is being used |  |

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| **Test Case** | | | |
| **Title** | | Tutorial | |
| **Test ID** | | T1 | |
| **Creator** | | Aleksander Cylwik | |
| **Tester** | |  | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| **1** | Select new game | Game should start |  |
| **2** | Click “Open Tutorial” | Tutorial window should open |  |
| **3** | Click close tutorial | Tutorial window should close |  |

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| **Test Case** | | | |
| **Title** | | Collectables | |
| **Test ID** | | C1 | |
| **Creator** | | Aleksander Cylwik | |
| **Tester** | |  | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| **1** | Click start game | Game should start |  |
| **2** | Walk to collectible object | Object should appear on the map |  |
| **3** | Walk over the object | The object should disappear and the score should increase by one |  |

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| **Test Case** | | | |
| **Title** | | Level Selection | |
| **Test ID** | | H7 | |
| **Creator** | | Peter Sabio | |
| **Tester** | |  | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| **1** | Open game as normal to main menu | Game opens to the main menu. User should see the option of start game select level, and credits |  |
| **2** | Using arrow keys and spacebar select level select option | A menu with levels to choose from opens |  |
| **3** | Select a level to play using arrow keys and spacebar | Game should start level and player should be able to continue as normal |  |

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| **Test Case** | | | |
| **Title** | | Water Hazard | |
| **Test ID** | | J2 | |
| **Creator** | | James Gonsalves | |
| **Tester** | |  | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| **1** | The player jumps into the water at the end of the level. | The player should die and will be prompted to restart the level. |  |
| **2** | Using the platform to avoid the water. | The player will be able to avoid the water and complete the level. |  |

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| **Test Case** | | | |
| **Title** | | Player Attacks | |
| **Test ID** | | K7 | |
| **Creator** | | James Gonsalves | |
| **Tester** | |  | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| **1** | Jumping on the enemy | It will not prompt a game over and instead will kill the enemy. |  |
| **2** | The enemy is no longer an obstacle. | Once the player jumps on the enemy, the enemy will disappear and no longer present a threat to the player. |  |