

# PLANETDEFENSE V0.1.0

CSCE3513 TEAM 6 GAME PROJECT - SPRING 2012

# USER STORIES:

- As a user, I want to hear background music while playing and be able to adjust the volume
- As a user, in order to destroy asteroids, my lasers need to make asteroids explode.
- As a user, in order to beat the level, I need to destroy all asteroids in a given time period.
- As a user, in order to lose the game, I need to die when I collide with an asteroid.
- As a user, in order to shoot asteroids, my space ship needs to be able to shoot lasers
- As a user, in order to lose the game, the game needs to be over when I run out of lives.
- As a user I want [un]pause the game by pressing P
- As a user, in order to play the game, the game needs to initialize after I start it
- As a user, in order to play the game, my space ship needs to move vertically and horizontally on a 2 dimensional plane

Planned Stories: 12

Completed Stories: 9



# UNIT TESTING – GAME WINDOW

PlanetDefense::GameWindow

should respond to #close

should respond to #fps

should respond to #update

should respond to #draw

should respond to #root

should respond to #game\_state\_manager

should respond to #factor

should respond to #cursor

should respond to #root

should respond to #milliseconds\_since\_last\_tick

Window should be initialized

Window should have correct dimensions

Window should automatically have current version number in caption

# UNIT TESTING – PLAYER OBJECT

PlanetDefense::Player

should respond to #draw

should collide with asteroids

should shoot lasers (FAILED - 1)

when initialized

should be at bottom middle of screen

when playing

should move left across the screen on command

should move right across the screen on command

should move up the screen on command

should move down the screen on command

should not exceed the left boundary

should not exceed the right boundary

should not exceed the top boundary

should not exceed the bottom boundary

should not exceed player max velocities

# UNIT TESTING – CURRENT FAILURES

## Failures:

1) PlanetDefense::Player should shoot lasers

Failure/Error: Laser.all.length.should > 0

expected: > 0

got: 0

# ./spec/lib/player\_spec.rb:129:in `block (2 levels) in <module:PlanetDefense>'

Finished in 0.30494 seconds

26 examples, 1 failure

## Failed examples:

rspec ./spec/lib/player\_spec.rb:127 # PlanetDefense::Player should shoot lasers

# UNIT TESTING – COVERAGE

64.81% covered at 33.22 hits/line

All Files (64.81%)Generated 4 days ago

All Files (64.81% covered at 33.22 hits/line)

10 files in total. 378 relevant lines. 245 lines covered and 133 lines missed

Search:

File	% covered	Lines	Relevant Lines	Lines covered	Lines missed	Avg. Hits / Line
lib/planet_defense/laser.rb	26.0 %	77	50	13	37	0.3
lib/planet_defense/game_over.rb	33.33 %	28	15	5	10	0.3
lib/planet_defense/game_won.rb	33.33 %	28	15	5	10	0.3
lib/planet_defense/play_state.rb	42.05 %	143	88	37	51	4.0
lib/planet_defense/main.rb	73.68 %	61	38	28	10	9.8
lib/planet_defense/player.rb	83.87 %	109	62	52	10	154.7
lib/planet_defense/asteroid.rb	84.38 %	64	32	27	5	50.8
lib/planet_defense.rb	100.0 %	1	1	1	0	1.0
lib/planet_defense/version.rb	100.0 %	3	2	2	0	1.0
spec/lib/player_spec.rb	100.0 %	128	75	75	0	110.0

Showing 1 to 10 of 10 entries

Generated by simplecov v0.5.4 and simplecov-html v0.5.3 using RSpec

# TEST DRIVEN DEVELOPMENT

Were we 100% test driven?



# TEST DRIVEN DEVELOPMENT

Were we 100% test driven?

No :(

But we tried





UNIT TESTING

Show specs on Github



DEMO



# PRELIMINARY V0.2.0 PLANNING

- Menus
- Difficulty Variations
- Asteroid Explosion Animations
- 2<sup>nd</sup> Level



Questions? Adorations?

