System and Unit Test Report "Busters"

Team LFG-BLUE-TEAM, December 3rd

Sprint 1:

As a player, I want something to play

As a player, I want to be able to pause and resume/quit the game

As a player, I want controls to be responsive and to work in a predictable manner.

1. Go to http://localhost:8080/, press play
2. Press the pause button on the top right. Alternatively, press P.
3. Arrow keys corresponds to each direction, spacebar to fire.

Sprint 2:

As a player, I want to be rewarded by a scoring system that updates properly.

As a player, I want artistic sprites and presentable visuals.

Scenario:

1. Player will begin the game Player sprite is immediately loaded and enemy will begin to spawn
2. Players will shoot using spacebar and if they eliminate a target the score will increment

Sprint 3:

As a player, I want to have enemies move and fire bullets at me so the enemy feels more alive

As a player, I want to have a power up system so the game feels progressive

As a player, I want the shooting systems to feel balanced, I don't want to make the game too easy

1. Enemies move in a random direction with random speed when spawned.
   a. A random enemy will fire at the player on a timer
2. Enemies drop pickups, run into those to get a random powerup.
   a. Certain power-ups can occur (different shooting patterns, more lives, faster shooting, and even more points added to score)
3. Powerups are capped so they cannot scale up infinitely.
4. Additionally there is a cheat menu to discover

Sprint 4:

As a player, I want a boss battle so there's more challenge and sense of accomplishment

As a player, I want to have a balanced enemy spawn, so I don't get overwhelmed

1. Once the player's score reaches over 5000, the boss will spawn
   a. During the boss fight, no other enemies will spawn
   b. Once the boss is defeated, normal gameplay resumes
2. The maximum amount of enemies on screen is capped to prevent overwhelming