

Release1.0 Acceptance Document

KittyWar

Mar 17 2017

1. Completed user stories

1. As a server developer, the server code should be clean and readable
2. As an iOS developer, the iOS code should be clean and readable
3. As a player, I want to view my profile on the web app
4. As a server developer, the server should accept connections from the browser web app
5. As a user, I would like to see more cats, abilities and chance cards in the game
6. As a web developer, I need incorporate the newly added APIs from the game server to implement gameplay
7. As a user, I should be able to user the new abilities without crashing the game
8. As an iOS user, I want to see a better UI overall and some animations
9. As a user, I would like to see an intuitive web app UI and to completely start and finish a match

2. System Test Scenarios:

A. As a player, I want to view my profile on the web app

Scenario 1:

1. start KittyWar webpage
2. type username
3. type email
4. type password
5. type same password again
6. press "register"
7. goto user profile(cats) webpage
8. view random cats user owned

Scenario 2:

1. start KittyWar webpage
2. type username
3. type password
4. press "login"
5. goto user profile(cats) webpage
6. view random cats user owned

B. As a user, I would like to see more cats, abilities and chance cards in the game

Scenario 1:

1. start KittyWar webpage
2. type username
3. type email
4. type password
5. type same password again
6. press "register"
7. goto user profile(cats) webpage
8. view random cats user owned
9. click "Chance Card"
10. goto chance cards webpage
11. view chance cards user can have
12. click "Cats"
13. go back to user homepage

Scenario 2:

1. start KittyWar webpage
2. type username
3. type password
4. press "login"
5. goto user profile(cats) webpage
6. view random cats user owned
7. click "Chance Card"
8. goto chance cards webpage
9. view chance cards user can have
10. click "Cats"
11. go back to user homepage

C. As a user, I would like to see an intuitive web app UI and to completely start and finish a match

Scenario 1:

1. start KittyWar webpage
2. type username
3. type password
4. press "login"
5. goto user profile(cats) webpage
6. view random cats user owned
7. click "Find Match"
8. goto find match webpage
9. press "Find Match" Button
10. connect to server to find opponent
11. get into a lobby
12. view user cards and opponent cats
13. start prelude phase
14. ready
15. enact strategy phase starts: pick a basic move (optional:
pick a chance card)
16. ready
17. show cards phase starts, showing opponent strategy
18. read
19. strategy settlement phase start, HP update for player and
opponent, player may gain chance card
20. state postlude phase
21. start prelude phase, keep doing step 25 to 31
22. game ends until one player gets 0 HP for lose or 20 HP for
win

3. Known Bugs:

A. If player starts a game, he can't pick a cat even though he has random cats on both iPhone app and web app

4. **Sprint Documents:** <https://github.com/brucedsu/CMPS183-KittyWar>

5. Our Github ID:

Hejia Su (Bruce) (PO) : brucedsu

Juan Gonzalez : 1moosey1

Yueqiao Zhang(Janet) : treetree0211, dogandkoalabear

