Test Cases and User Stories Report

Cat Platformer

B4&After: Caprice Williams, Kevin Couillard, Christelle Flores, Loki Simeon

September 25, 2020

**User Story:**

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| **Name** | **Test ID** | **Bug/Enhancement** | **User Story** | **Test Behavior** |
| Kevin | K0 | **Previous Key Override** | As a user I shouldn’t be able to override my previous key at any point. | Pressing a second movement key will not stop the character’s movement in the direction of the first movement key pressed. |
| Caprice | C5 | **Setting Boundaries** | As a player I shouldn't be able to walk off of the games map at any point. | Characters will be blocked by an invisible wall on both sides of the map. |
| Loki | L4 | **Prevent Pause Screen in Main Menu** | As a player, I should not be able to pause the game in the opening menu. | Pause button will not work in the main menu. |
| Christelle | C6 | **Instructions** | As a Player, I want instructions in the main menu, so that I may know what controls are accessible in order to play the game before starting. | Instructions are accessible in the main menu upon preference. |
| Loki | L7 | **Adjusting Window** | As a player of the game, I should be able to resize the game window so that I can fill more or less of my screen and see the game better. | The Player is able to resize the gaming window. |
| Caprice  Loki  Kevin  Christelle | X9 | **More Levels** | As a player I want to be able to test my skill in a series of levels that progressively become harder. | The player is able to complete the game using the skills they have acquired after clearing a series of levels. |
| Kevin | K2 | **Attack Method** | As a player I want to have some sort of method for attacking and defeating enemies.This will keep me more engaged and satisfied. | The player can press a new key (E) to attack and defeat enemies only from behind, or the player can jump on an enemy’s head to defeat them. |
| Caprice | C3 | **WASD Keys** | As a player, I should have another option of controls other than the arrow keys. The WASD keys allow for more gaming versatility. | Movement of character is identical to arrow keys. |
| Kevin | K8 | **Main Menu Mouse** | As a player I should be able to use my mouse to start the game. | The player can select options in the main menu with their mouse. |

**Test Plan:**

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| **Test Case Information** | | | |
| **Title** | **Previous Key Override** | | |
| **Test ID** | K0 | | |
| **Creator** | Kevin Couillard | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | Use the **arrow** keys to **move** the character in **each direction**. | The character **moves** in the **direction** of the arrow **key pressed**. | **✓** |
| **2** | Press (hold) **two** **arrow** keys at the same time to move in **two directions at once**. (i.e. down & left/right) | The character **moves** in **both directions** of the **arrow keys** pressed at the same time. (i.e. crouch walk left/right) | **X** |
| **3** |  |  |  |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Kevin** | 9/22/20 | F | |
| **Notes** | * The **left** arrow key **overrides** the **right**; however, the **right** does **not** **override** the **left.** (only key that does not override the others) * When the **down** arrow is pressed **only** the **up** arrow can **override** it. * **Down** arrow **overrides** **left** and **right** but **not vice-versa**. | | |
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| **Test Case Information** | | | |
| **Title** | **Setting Boundaries** | | |
| **Test ID** | C5 | | |
| **Creator** | Caprice Williams | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | On Each level, move the character to the right edge of the screen. | The character will be unable to walk any further and will be stuck in a walking motion with no movement. | **X** |
| **2** | On Each level, move the character to the left edge of the screen. | The character will be unable to walk any further and will be stuck in a walking motion with no movement. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Caprice** |  | **F** | |
| **Notes** |  | | |
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| **Test Case Information** | | | |
| **Title** | **Prevent Pause Screen in Main Menu** | | |
| **Test ID** | L4 | | |
| **Creator** | Loki Simeon | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | Open the game to the main menu. | The game window should be as normal. | **✓** |
| **2** | Press the P key. | The game state should be unchanged. | **X** |
| **3** | Begin the game, then press P again. | The game should be paused. | **✓** |
| **4** | Have the cat be defeated, then press P again. | The game should ignore the P press and keep processing the game over state. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Loki Simeon** | 9/24/20 | **F** | |
| **Notes** |  | | |
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| **Test Case Information** | | | |
| **Title** | **Instructions** | | |
| **Test ID** | C6 | | |
| **Creator** | Christelle Flores | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | **View** the **main menu** when running the program. | Players should be able to **see** an **“Instructions” option** on the main menu along with “Play Game” and “Credits”. | **X** |
| **2** | **Navigate** the **main menu** and be able to **select** the **“Instructions”** option. | Players can **select the “Instructions” option** and when selected, **controls/instructions** of how to play are **displayed** on the screen. | **X** |
| **3** | **Read** Instructions | Instructions are **simple** and **easy to understand**. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Christelle** | 9/21/2020 | F | |
| **Notes** | * There is currently **no “Instructions” option in the main menu** when running the program. * There is **no written set of instructions**. | | |
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| **Test Case Information** | | | |
| **Title** | **Adjusting Window** | | |
| **Test ID** | L7 | | |
| **Creator** | Loki Simeon | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | With the game window open, attempt to grab one of its corners and drag outwards. | The game window becomes larger. | **X** |
| **2** | With the game window open, attempt to grab one of its corners and drag inwards. | The game window becomes smaller. | **X** |
| **3** | Click the full-screen button atop the game window. | Rather than being greyed out, the button should function and make the game window fill the screen. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Loki Simeon** | 9/24/20 | **F** | |
| **Notes** |  | | |
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| **Test Case Information** | | | |
| **Title** | **More Levels** | | |
| **Test ID** | X9 | | |
| **Creators** | Caprice Williams, Loki Simeon, Kevin Couillard, Christelle Flores | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | CompleteLevel 1. | Players should see a new level (Level 2) available to play on the screen after completing the first one. | **X** |
| **2** | Navigate through the next level. | Players should be able to play the next level, similar to the previous one, but with different obstacles/challenges. | **X** |
| **3** | Complete the entire game. | Players are able to play through a total of 5 levels. After the final level is completed, players would see a “Game Over” screen followed by end credits. | **X** |
| **Testers:** | **Date of Test** | **Result (P/F)** | |
| Caprice  Loki  Kevin  Christelle | 9/22/20 | **F** | |
| **Notes** |  | | |
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| **Test Case Information** | | | |
| **Title** | **Attack Method** | | |
| **Test ID** | K2 | | |
| **Creator** | Kevin Couillard | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | **Interact** with an **enemy**. (i.e. move into it) | The **character** dies/**is defeated** and falls off screen. | **✓** |
| **2** | Attempt to **defeat** the **enemy**. (i.e. **jump on** top of **enemy**) | The **enemy** is **defeated** and falls off the screen. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Kevin** | 9/22/20 | **F** | |
| **Notes** | * There is currently **no method** for **attacking** implemented in the game. * All **interaction** with **enemies** results in the **character** being **defeated**. * What kind of **method best works**? (i.e. ranged attack like fireball/items for attacking/jumping on enemies) | | |
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| **Test Case Information** | | | |
| **Title** | **Main Menu Mouse** | | |
| **Test ID** | K8 | | |
| **Creator** | Kevin Couillard | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | **Select** “**play game”** with the **space** key on the main menu. | The **game** **begins** at the beginning of the first level. | **✓** |
| **2** | Select “**play game”** with the **mouse** and **left** click on the main menu. | The **game** **begins** at the beginning of the first level. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Kevin** | 9/24/20 | F | |
| **Notes** | * The only way to select **play game** is the **space** key. * Should **other** **ways** to select **play game** be implemented (i.e. **enter** key)? | | |
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| **Test Case Information** | | | |
| **Title** | **WASD Keys** | | |
| **Test ID** | C3 | | |
| **Creator** | Caprice Williams | | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Outcome** | **Pass**  **(✓/X)** |
| **1** | Use the arrow keys for mobility. | The character will move left, right, up and down (crouch) using their respective arrow keys. | **✓** |
| **2** | Use the W, A, S, and D key for mobility. | The character will move left, right, up and down (crouch) as they would with the arrow keys. | **X** |
| **Tester:** | **Date of Test** | **Result (P/F)** | |
| **Caprice** | 9/22/20 | **F** | |
| **Notes** | * ‘W’ → jump * ‘A’ → move left * ‘S’ → crouch * ‘D’ → move right | | |
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**Git Repository:**

<https://github.com/caprice0423/Cat-Platformer>