2. System Architecture

6. User interface (draft)

7. Testing

8. Work for first iteration

**System Architecture**

**Graphical User Interface**

100%

100%

**Testing**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Component Name | Goal | Input | Expected Result | Actual Result | **Pass / Fail** |
| Turn system | Phase change | “end turn” | Phase change from “pause” to “running” |  |  |
| Turn system | Phase change after a time | “end turn” | Phase change from “pause” to “running”, after T seconds changes back to “pause” |  |  |
| Movement | Reaching goal | Vector3 | After T seconds, Position=goal |  |  |
| Movement | Testing path indicator | Vector3 | Foreach step, distane(path, position)<0.001 |  |  |
| Shoot | Shooting a missile | “shoot” button | New missile created |  |  |
| Missile explosion | Missile explodes on reaching goal | - | Missile destruction, explosion |  |  |
| Explosion damage | Explosion damages nearby ships | - | Ship health-=explosion.damage |  |  |
| Ship destruction | Testing if explosions can kill ship | - | Ship destruction |  |  |

Automation tests: we plan on turning each of these tests into a Unity Test. This will allow us to simulate the test in the closest form to a manual testing.

Acceptance test: create a video of the game working, on with two players (for iteration one). For future iterations, show the game to people, and hear their feedback.

**Task list for first iteration**

* Turn system
* Movement system (ships, missiles)
* Weapon system (missiles)
* Health system and destruction (missiles, ships)
* Two-player hot-seat game.