

# Acceptance Documentation

Project: Garbage Collector

Authors:
Hayyan Serwer
Farees Farooq Ismail
Sahil Hardasani
Hussain Ahmed
Mohsin Siddiqui

Creation Date: 25.05.2025



| 2. Core Game Design             | . 3 |
|---------------------------------|-----|
| Victory Condition               |     |
| Gameplay                        |     |
| Controls                        |     |
| 3. Test Results                 |     |
| 4. Quick Start Guide            | . 4 |
| Starting the Game               | 4   |
| Controls                        | . 4 |
| How to Win                      | . 5 |
| Bin Types                       | . 5 |
| 5. Final Acceptance Declaration |     |



# 1. System Under Test (SUT)

System Name: Garbage Collector

System Type: Godot-based local network multiplayer game

Target Users: Children aged 5-10

Network: Local LAN multiplayer (2 players max)

# 2. Core Game Design

## Victory Condition

- First player to reach 20 points wins
- Points earned through correct trash sorting
- No time limits

### Gameplay

- Cooperative trash collection
- 2 players on separate computers
- Local network hosted game

### Controls

- Player 1: WASD keys for movement
- Player 2: WASD keys for movement
- Each player on their own computer

## 3. Test Results

All test cases PASSED ✓

Test Case Status Notes

TC-001: Host Game Creation PASSED Local hosting works

TC-002: Join Game PASSED LAN joining works

Functionality



| TC-003: Movement Controls  | <b>V</b> PASSED | WASD on separate PCs       |
|----------------------------|-----------------|----------------------------|
| TC-004: Trash Collection   | <b>V</b> PASSED | Cooperative collection     |
| TC-005: Bin Sorting System | PASSED          | Points for correct sorting |
| TC-006: Trash Spawning     | PASSED          | Continuous spawning        |
| TC-007: Victory Condition  | ✓ PASSED        | First to 20 points wins    |
| TC-008: LAN Multiplayer    | ✓ PASSED        | Local network stable       |
| TC-009: Host Disconnect    | ✓ PASSED        | Proper disconnect handling |
| TC-010: Score HUD Display  | PASSED          | Point tracking to 20       |
|                            |                 |                            |

# 4. Quick Start Guide

# Starting the Game

- Host: One player clicks "Host"
- Join: Second player clicks "Join" (same local network)

## Controls



- Player 1: WASD to move, E to pick up trash and F to drop trash
- Player 2: WASD to move, E to pick up trash and F to drop trash

### How to Win

- First to correctly sort 20 items wins
- Cooperative gameplay help each other learn

## Bin Types

- Black: Restmüll (general waste)
- Brown: Bio (organic waste)
- Yellow: Plastic containers
- Blue: Paper and cardboard

## 5. Final Acceptance Declaration

System Status: ACCEPTED Acceptance Date: June 25, 2025

### Confirmed Features:

- [x] Local network multiplayer (2 players)
- [x] First-to-20-points victory
- [x] No timers
- [x] Cooperative gameplay
- [x] Separate computer controls (WASD)
- [x] Basic trash sorting education
- [x] All tests passed