Team UGSOFT

Project Two Prototype Presentation

Check List
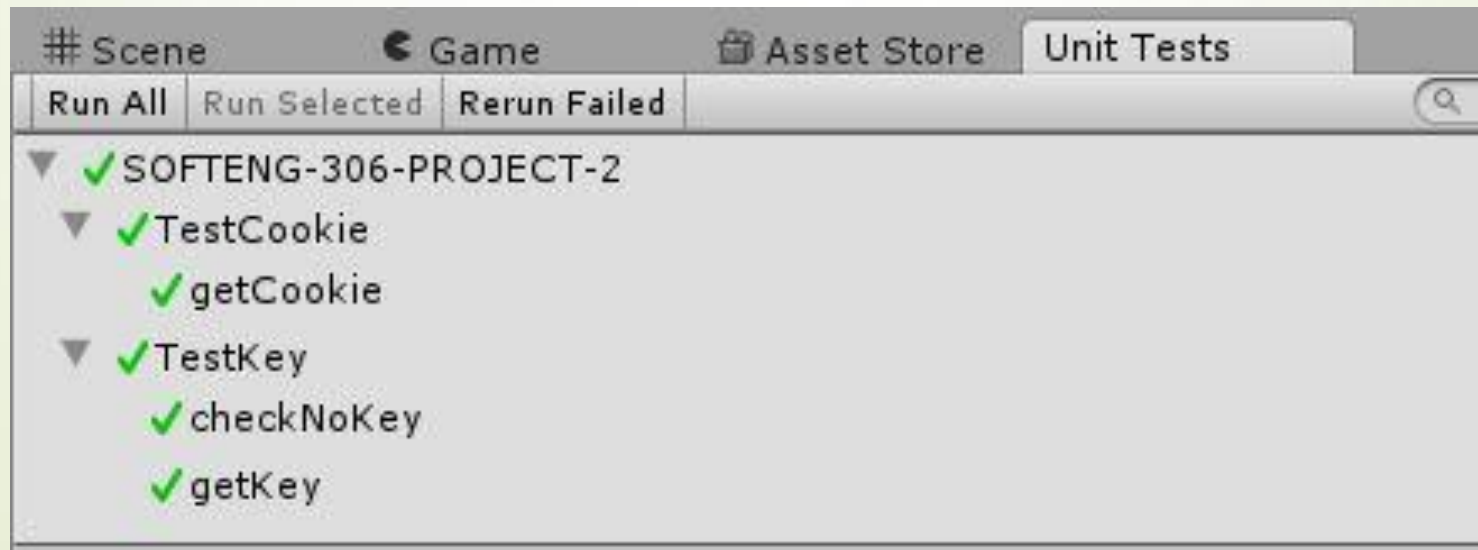
Features	Planned? (Y/N)	Achieved? (Y/N/P)	Reason
One completely playable level.	Y	Y	First level has been completed, more levels to implement in future
Characters design and functionality (e.g. central character and/or enemies etc.)	Y	P	Other AI people characters have been implemented, still need to add in animals and improve line of sight
Game world layout (e.g. with obstacles and path options)	Y	P	First level game world is completed, more levels to implement in future
A scoring system (point/time)	Y	Y	Implemented based on time, suspicion bar, and cookies collected
A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max)	Y	Y	Suspicion bar implemented, the game is over once it reaches full
An achievement system (e.g. rewards unlocked based on player performance.)	Y	P	Planed to have a place holder page actual database not implemented.
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	Y	Welcome screen and level screen implemented as planned

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Features	Planned? (Y/N)	Achieved? (Y/N/P)	Reason
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	P	Have success and failure screen implemented, user can go to next level or back to home. Need to add more.
Pre-designed, different levels of complexity	Y	Y	First level difficulty is preset by level designers.
A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.)	Y	Y	Clear goal of delivering present to Christmas tree is implemented.
Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.)	Y	Y	Cookie randomly generates at set locations
Playtesting of all above features within team.	Y	Y	Play testing at each iteration was planned and achieved
Playtesting of all above features by at least one other team.	Y	Y	Cross testing with Team RGB as planned

Testing

- **Unit Test:**
  - **Use unity test tool for unit test**
  - **Use Unity built in play to test the GUI and mechanics of objects in the game world**
  - **Integration testing on android phones**

# Scene	ⓒ Game	🛍 Asset Store	Unit Tests
Run All	Run Selected	Rerun Failed	🔍

▼ ✓ SOFTENG-306-PROJECT-2
   ▼ ✓ TestCookie
      ✓ getCookie
   ▼ ✓ TestKey
      ✓ checkNoKey
      ✓ getKey

Demo Time