

M5 Testing Deliverable: Group 64

(The tests we are implementing are numbered in bold at the end)

The implementation requirements for M5 include creating interactions between towers and enemies, allowing towers to attack enemies, and including player interaction with towers and enemies. We did this by allowing a certain tower to attack enemies while having other tower types mine for gold. Enemies lose health when they are attacked by a tower, but there are 3 types of enemies that have distinct gameplay attributes. We also have the player gain money over time via a timer.

In the game screen, we test the following functionalities:

- A single tower can shoot some sort of projectile at enemies **1 (Sieun)**
- When enemies are hit by a projectile, they lose a certain amount of health **2 (Saahil)**
- Attacking towers can only hit enemies from a certain distance **3 (Sieun)**
- Each type of tower is either an attacking tower or a mining tower **4 (Saahil)**
- Each type of enemy has different attributes such as damage per second, speed, etc **5 (Adam)**
- Each type of tower has different gameplay behavior e.g. damage per second **6 (Adam)**
- The player can purchase and place new towers in any position (except along the path or where other towers have been placed) once the game starts **7 (Jaeyoung)**
- The player can place towers while there are enemies on screen **8 (Huni)**
- Each type of tower is distinct in attributes **9 (Jaeyoung)**
- Players gain money over the period of normal gameplay controlled by a clock **10 (Huni)**

For future milestones, we will be implementing a feature that allows users to upgrade features of the towers (damage per second, damage radius, money collected per second, etc.). In addition, we will be implementing a final boss that users will face after defeating all enemies. If users are able to defeat all enemies and the final boss, they will win the game.