Who: Nicolette Goulart
David Pasquale
Yadira Valadez
Joseph Sanchez

Title: Snatch

Vision: Bring people together competitively through a mobile game.

VCS: https://github.com/jdsanchez93/CSCI-3308

Automated Testing: Xcode has a built in automated testing, where you write the test conditions and Xcode runs your tests.

Test Case ID	Test	Expected Result	Actual Result	Fixed?
TC1	testDown	change hero direction to down	changed direction	Working
TC2	testUp	change hero direction to up	changed direction	Working
TC3	testLeft	change hero direction to left	changed direction	Working
TC4	testRight	change hero direction to right	changed direction	Working
TC5	testDegreestoRadians	convert degrees to radians	converted correctly	Working
TC6	testHeroinit	initialize hero	initialized correctly	working
TC7	testBoundaryinit	initialize boundary	initialized correctly	working

User Acceptance Testing:

Use Case ID:	UC-01
Use Case Name:	High Scores
Description:	Users can find a table of their high scores

Users:	Players		
Pre-conditions:	Local score database is initialized. The database is updated after each game. User is logged in and connected to the server.		
Post-conditions:	User is shown a list of his/her historic high scores.		
Frequency of Use:	Weekly by players		
Flow of Events:	**Actor Action**	**System Response**	**Comments**
	1. Opens up the app		
	2. Locate the toolbar that displays the last high score	Accesses the high score database tied to the username and returns the values for high score.	The player clicks a button, then is immediately returned their all time high score.
Test Pass?:	Pass / **Fail**		
Notes and Issues:	High score has not been implemented yet.		

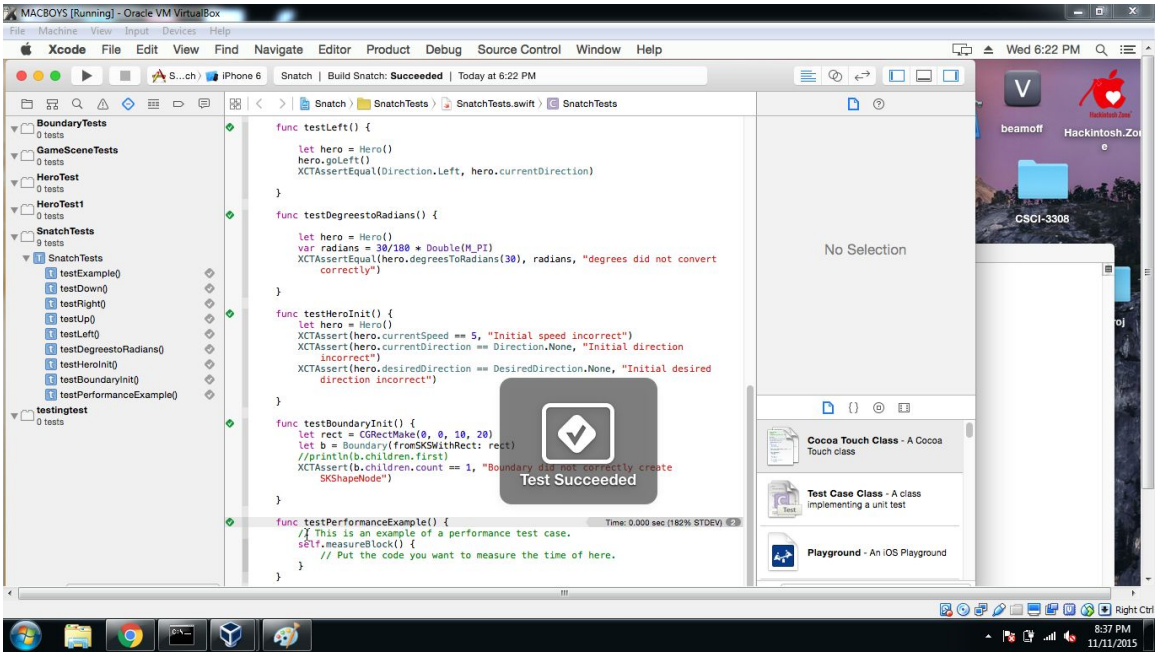
Use Case ID:	UC-02
Use Case Name:	Collisions
Description:	Obstacles stop user and create a maze.

Users:	Players		
Pre-conditions:	Walls and edges exist in the maze and use has executed the app.		
Post-conditions:	The maze deters players without clipping through obstacles or crashing game.		
Frequency of Use:	Every time the app is executed		
Flow of Events:	**Actor Action**	**System Response**	**Comments**
	1.Open the application		
	2.Hero moves into every wall.	Collision detection stops the hero from moving	We don't want the users to clip through objects, walls should stop players.

	3.Hero moves into the boundaries of the screen.	Collision detection keeps the player on screen.	The hero could go through the boundary off screen, want to keep the hero contained where we can see them.
Test Pass?:	**Pass** / Fail		
Notes and Issues:	Boundaries have been set and edges are defined.		

Use Case ID:	UC-03
Use Case Name:	Game Ends
Description:	Player completes game with no crashes and is told score at the end.

Users:	Players		
Pre-conditions:	Players are logged in. Players should know how the game functions. Players should attempt to complete the objective of the game		
Post-conditions:	Player reaches the objective of the game and ends the current game.		
Frequency of Use:	Every currently played game.		
Flow of Events:	**Actor Action**	**System Response**	**Comments**
	1. Open up app		
	2. Start a new game	A new game instance occurs and the setting of the current game score equals 0 or the last level.	
	3. Play game until completion of game	Ends the game simulation and restores the level or updates to the new level.	
Test Pass?:	Pass / **Fail**		
Notes and Issues:	Product is still in prototype phase and not complete		


MACBOYS [Running] - Oracle VM VirtualBox
Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
Wed 6:22 PM
Snatch | Build Snatch: Succeeded | Today at 6:22 PM
BoundaryTests
GameSceneTests
HeroTest
HeroTest1
SnatchTests
testingtest
func testLeft() {
func testDegreestoRadians() {
func testHeroInit() {
func testBoundaryInit() {
func testPerformanceExample() {
Test Succeeded
No Selection
Cocoa Touch Class - A Cocoa Touch class
Test Case Class - A class implementing a unit test
Playground - An iOS Playground
beamoff
CSCI-3308
8:37 PM
11/11/2015