Z Apocalypse 2.0
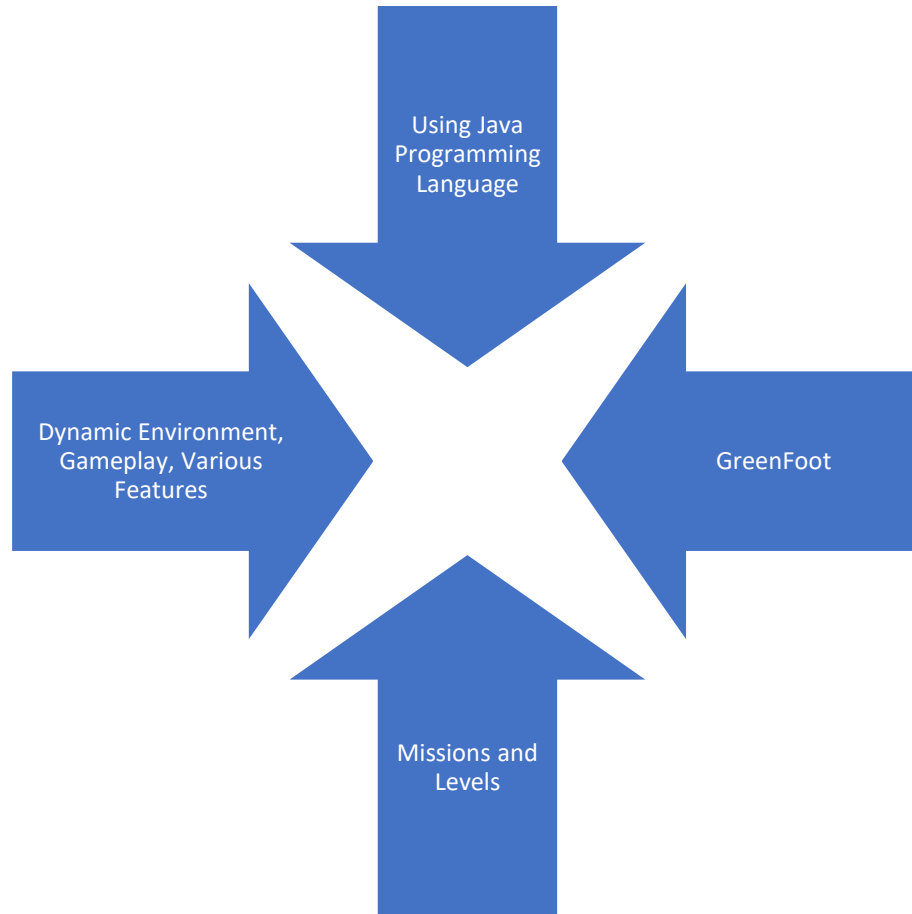
Developed By:
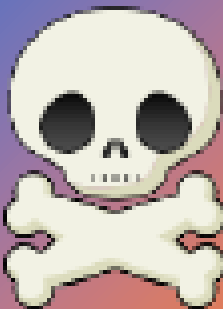
Rayan Syed & James Arellano

Game Description

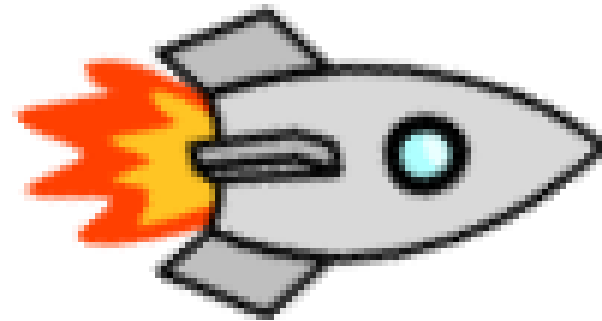# Game Features

- Player Control
- Zombie Spawning
- Projectile Shooting
- Scoreboard
- Health Bar
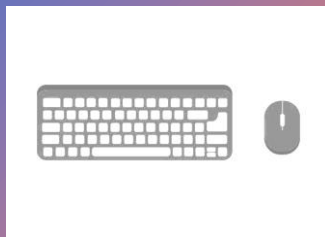
Your Score: 7
Your Cash: 14
Time: 14
Level: 1

Game Features (Continue)

- Upgrade System
- Level Progression
- Win/Lose Condition

Game Features (Continue…)

- Background Sound Music/ Sound Effects
- Obstacles

Black Box Testing

Z Apocalypse 2.0 Black Box Testing

Black Box Tests on Environment

Test	Data	Expected Result	Actual Result	Comment
Environment	Myworld	Display the game environment on screen	Display the game environment on screen	ok

Black Box Tests on Scoreboard

Test	Data	Expected Result	Actual Result	Comment
Scoreboard	score	Display score based on player's zombie kills on the top right of the screen	Display score based on player's zombie kills on the top right of the screen	ok
Scoreboard	cash	Display cash accumulated every zombie kill on the top right of the screen	Display cash accumulated every zombie kill on the top right of the screen	ok
Scoreboard	level	Display current level which changes every 80 seconds	Display current level which changes every 80 seconds	ok

Black Box Tests on Main Character

Test	Data	Expected Result	Actual Result	Comment
Main Character	move up	The character moves north using the (W) key	The character moves north using the (W) key	ok
Main Character	move down	The character moves south using the (S) key	The character moves south using the (S) key	ok

Test	Data	Expected Result	Actual Result	Comment
player's health bar	health	The player will lose health and die if collided with a zombie 7 times	The player will lose health and die if collided with a zombie 7 times	ok

Black Box Tests on Upgrade button

Test	Data	Expected Result	Actual Result	Comment
Upgrade button	display	The upgrade button will display on the top right of the environment	The upgrade button will display on the top right of the environment	ok
Upgrade button	disappear	The upgrade button disappears after the second upgrade of the gun	The upgrade button disappears after the second upgrade of the gun	ok

Black Box Tests on Gun projectile

Test	Data	Expected Result	Actual Result	Comment
Gun projectile	Gun projectile	The main character shoots 4 bullets in one line if you press any button on the mouse once	The main character shoots 4 bullets in one line if you press any button on the mouse once	ok
Gun projectile	Gun projectile upgrade 1	After the first upgrade, the main character shoots 8 bullets in two lines if you press any button on the mouse once	After the upgrade, the main character shoots 8 bullets in two lines if you press any button on the mouse once	ok
Gun projectile	Gun projectile	After the second upgrade, the main character shoots 12 bullets in three separate lines if you press any	After the second upgrade, the main character shoots 12 bullets in three separate lines if you press any	ok

Main Character	move left	The character moves west using the (A) key	The character moves west using the (A) key
Main Character	move right	The character moves east using the (D) key	The character moves east using the (D) key
Main Character	face up	The character faces north when the mouse cursor is dragged up	The character faces north when the mouse cursor is dragged up
Main Character	face down	The character faces south when the mouse cursor is dragged down	The character faces south when the mouse cursor is dragged down
Main Character	face left	The character faces west when the mouse cursor is dragged left	The character faces west when the mouse cursor is dragged left
Main Character	face right	The character faces east when the mouse cursor is dragged right	The character faces east when the mouse cursor is dragged right

Black Box Tests on Zombies

Test	Data	Expected Result	Actual Result
Zombie	spawn	Generates zombies in the environment randomly	Generates zombies in the environment randomly
Zombie	movemnt	The spawned zombies will move forwards to the main character	The spawned zombies will move forwards to the main character
Zombie	health	The zombies will die and disappear if collided with 10 projectiles	The zombies will die and disappear if collided with 10 projectiles

Black Box Tests on Player's health bar

Black Box Tests on Print text "Win" or "Lose"

Test	Data	Expected Result	Actual Result	Comment
Print text "Win" or "Lose"	Win	When the game is finished, "Congratulations, You Win!" text will print on the middle of the screen	When the game is finished, "Congratulations, You Win!" text will print on the middle of the screen	ok
Print text "Win" or "Lose"	Lose	When the main character dies before the game is finished, "You Lose" + "the time that the player survives" text will print on the middle of the screen	When the main character dies before the game is finished, "You Lose" + "the time that the player survives" text will print on the middle of the screen	ok

Black Box Tests on Background Sound Music

Test	Data	Expected Result	Actual Result	Comment
Background Sound Music	Game start	Background music starts playing when the game begins	Background music starts playing when the game begins	ok
Background Sound Music	Game end	Background music stops playing when the game ends	Background music stops playing when the game ends	ok

Black Box Tests on Sound Effects

Test	Data	Expected Result	Actual Result	Comment
Sound Effects	Weapon Upgrade	Sound effect plays when weapon upgrade is ready	Sound effect plays when weapon upgrade is ready	ok
Sound Effects	Gun shot	Sound effect plays when the gun	Sound effect plays when the gun	

Game Play Demonstration

Limitations and Improvements

Limitations

Potential Improvements

Closing Remarks