

Using the home menu

As a player I want to start the program In order to play the game		
Tests d'acceptance:		
opening the game	On my PC's desktop (<-- contexte) When i double click on the file (<-- action) Then it's opening a console with a menu in it (<-- résultat vérifiable)	
Going down in the menu	In the menu (<-- contexte) When i hit the down arrow (<-- action) The option underneath the one currently selected is turning red (<-- résultat vérifiable)	
bottom border	Because i want to move freely in the menu When i reach the last option of the menu Then i can't go down anymore	
Going up in the menu	Because i want to select an option in the menu When i press the top arrow Then the option selected goes upward	
Top border	Because i want to move freely in the menu When i reach the option all the way up Then i can't go up anymore	
Selecting the Play button	In the menu When i am clicking enter and the option selected is "Play" Then we are redirected on the game	
Selecting the Ranking	In the menu When i am clicking enter and the option selected is "Ranking" Then we are rediricted on the ranking menu	

Choosing username

As a Player I want to choose my username In order to play the game		
Tests d'acceptance:		
writing the username	In the username menu When i am clicking on any touch of my keyboard except enter and special caracters Then it is writing it in my username	
deleting the username	In the username menu When i am pressing the delete key Then it is deleting the last caracters i have write	
entering the username	In the username menu When i am pressing enter Then the username is selected and the game is strating	

moving the ship

As a player I want to move the ship In order to play the game		
Tests d'acceptance:		
Moving to the left	In the game When i am pressing the left arrow key Then the ship of the player is moving 1 pixel to the left	
Moving to the right	In the game When i am pressing the right arrow key Then the ship of the player is moving 1 pixel to the right	
border left	In the game When i am pressing the left arrow key and im already on the left of the screen Then the ship isn't moving on the left anymore	
border right	In the game When i am pressing the right arrow key and im already on the right of the screen Then the ship isn't moving on the right anymore	

moving the enemy

As a player I want to see the enemy moving automatically In order to play the game		
Tests d'acceptance:		
moving to the right	In the game When the game is starting Then the enemy automatically start going 1 pixel by 1 pixel to the right	
moving to the bottom	In the game When one enemy is touching the right or the left border Then all enemies are moving 1 pixel to the bottom	
changing direction	In the game When the enemy has just gone bottom Then it start moving 1 pixel by 1 pixel in the direction of the other border	

Shoot ammo

As a player I want to shoot ammo In order to kill enemy		
Tests d'acceptance:		
Creating an ammunition	In the game When i press the spacebar Then my ship is shooting an ammunition	

moving ammo	In the game When there's an ammo in the screen Then each ammo will move by 1 pixel upward
border ammo	In the game When the ammo is touching the top of the screen Then it is disappearing
Touching enemy	In the game When the ammo is touching an enemy Then the enemy is losing a life point and the ammo disappears

Refactoring the code

As the programmer I want to refactor the code In order to separate what my game display and what my game calculate	Tests d'acceptance:
Programm is working	Verify that the code is working the same as before the refactorisation
Code review	Doing a code review with someone to check if the calculate and display is really separated

watching the ranking

As a player I want to watch the ranking In order to know the best score	Tests d'acceptance:
entering the ranking menu	In the menu When i press enter in the ranking option Then the ranking menu is show with the 5 best player
exiting the ranking menu	In the ranking menu When i press the espace key Then i am redirected to the menu

kill enemy

As a player I want to kill enemy In order to make the highest score possible	Tests d'acceptance:
damaging enemy	In the game When an ammo is touching an enemy Then the enemy is losing a life point
killing enemy	In the game When an enemy doesn't have any life point Then the enemy disappear and the player is gaining score depending of his life point

Score

As a player I want to score In order to be the best player	Tests d'acceptance:
Gaining score	In the game When i kill an enemy Then the score displayed in the right-top corner gain 10 score if the enemy was weak, 20 if he was average, 50 if he was strong and 100 if he was special

practical menu (average fidelity)

the menu who will really be used in the program	Tests d'acceptance:
Home menu	In my home menu there is : the title A play button A ranking button An option button
Ranking menu	In my ranking menu there is : the top 5 user A back button
Option menu	In my option menu there is : the possibility to change control
Game Over menu	In the game over menu there is the score obtained by the player and the time spent with a back button

theoretical menu

the menu who will not really be programmed but who is more complete	Tests d'acceptance:
home menu	In the home menu There's a solo button a multiplayer button a ranking button and an option button
ranking menu	In the ranking menu There's the 5 best score with the name of the player and there's a back button
option menu	In the option menu There's a "white mode" button, a "change design" button a cheatcode button and a back button.
Change design menu	In the change design menu There's multiple sprite of enemy and one is choose (framed in blue) multiple sprite of player and one is choosen (framed in blue) and there's a back button

Explain the SQL request (c)

As a customer I want to read the documentation In order to understand how the SQL Request are made as asked in the specification (7.3.4 c)		
Tests d'acceptance:		
Realise the request	In the documentation	Foreach request i want to write the request i made So i can always copy/paste it and have a support to explain that request
Explain the request	In the documentation	Foreach new information about my request i want to explain the new element i haven't already explained and if there's a joint i want to explain why i did that kind of joint

Document the role and the user (b)

As a customer I want to understand how to create roles and users by reading the documentation In order to be able to implement it		
Tests d'acceptance:		
Write the request	In the documentation	i want to write the request asked
Explain how to implement the user and role	In the documentation	I want to explain how to set up user and role So that anyone can do it
each role start with the prefix "r_"	In the documentation	I want to add the prefix "r_" So that it is easier to understand that it is a role

Document the indexes creation (d)

As a developer I want to add index In order to optimise my database as asked in the specification (7.3.4 d)		
Tests d'acceptance:		
tree structure	In the documentation	When i go on the point 7.3.4 d Then there's a title for the point 1, 2 and 3
benefit/drawback	In the documentation	When i read the point 7.3.4 d 2 Then there's a part for the advantage and another one for the disadvantages

Game Over screen

As a player I want to be able to die In order to stop the game		
Tests d'acceptance:		
Display the game over screen	In the game	When an enemy goes on the same height level as the ship Then the game end and the game over screen appear
Going down	In the game over screen	When the player press the down arrow Then the cursor points the option "Back to menu"
Going up	In the game over screen	When the player press the up arrow Then the cursor points the option "Save Score"
Choosing the option	In the game over screen	When the player press enter Then if the cursor points "back to menu" the screen is back to the home menu and if the cursor points "Save Score" the screen is the Save Score menu"

adding a game class

As a programmer I want to add a game class In order to have the minimum amount of code in the Program		
Tests d'acceptance:		
adding a game class	In the project Spice Invaders	There's a new class "game" Who will contain all the code who is currently in the Program
Relocate the code	In the Game class	There's the same code as it was in the Program class and it is linked with what it need to still work

Documentation-POO

As a client I want to read the documentation In order to understand how the project is going		
Tests d'acceptance:		
Introduction	In the documentation	There's an introduction title
functional analysis	In the documentation	There's a fuctional analysis title

Technical analysis	In the documentation There's a technical analysis title
unit testing and acceptance test	In the documentation There's a unit testing and acceptance title
ChatGPT	In the documentation There's a ChatGPT title
Conclusion	In the documentation There's a conclusion title

Save score screen

As a player I want to use the save score screen In order to save my score	
Tests d'acceptance:	
Writing his username	In the game save score screen When I press an alphabetical key on my keyboard Then it is displayed on the screen
Pressing enter (no username selected)	In the save score screen When i press enter and i have not yet entered the 4 letters of my username Then nothing happen
Going right	In the save score menu after having selected the first letter of the username When i press the right arrow key Then the letter position selected is going to the right, it is known because it is underlined in red
Going left	In the save score menu When i press the left arrow key Then the letter position selected is going to the left, it is known because it is underlined
Right border	In the save score menu When i press the right key arrow but im already on the fourth letter position Then the fourth letter position is still selected
Left border	In the save score menu When i press the left key arrow but im already on the first letter position Then the first letter position is still selected
Saving the username	In the save score menu When i press enter and i have already selected my 4 letter username Then i go back to the home menu

Unit testing

As a programmer I want to do some unit testing of my function In order to check if my function are working	
Tests d'acceptance:	
Every function	In the test project There's a test foreach function Except if it's impossible to test the function (in that case there's a comment who explain it)

Enemy respawn

As a player I want the enemy to respawn In order to play the game	
Tests d'acceptance:	
Respawn enemy	In the game when all enemies are dead Then 10 new enemies appear with 1 more life point than the enemy from the last wave (1/2/3/etc)