

User Stories & Test Plans Report
Scrum Sprint 0

OMNEITY STUDIOS

Team B3

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I. Features Overview

Test Plan (ID)	Feature ID	Feature Name	Description	Priority
TB1	B1	Level Three “freezing”	Rare platform arrangement causes game to freeze; program must be restarted.	Critical
TB2	B2	Jump attack ability	Cannot currently kill enemies by jumping on them; causes game to be much harder than intended.	Critical
TB3	B3	Level Four “Death Hole”	Allows users to access the “boss” area without completing the level properly; program must be restarted.	Critical
TE1	E1	Harmless water	Water currently has no effect on player health, movement, or abilities; jumping into water should kill player.	Urgent
TE2	E2	Update enemy health system	All enemies currently die from one player attack; to increase difficulty, enemy, especially boss, health should be scaled up.	Urgent
TB4	B4	“Frozen” player attack	In some cases, player’s attack freezes in mid-air and remains on the screen. If the player tabs out of the game, the attacks will freeze, and the player will no longer be able to attack.	Urgent
TE3	E3	Add new player abilities	Add new abilities into the game, such as a charged jump (highly requested from our testing).	Urgent
TE4	E4	Add new enemies & abilities	Add new enemies with new abilities or increase the number of attacks the existing enemies have.	Urgent

II. User Stories

Sean Pfordresher

Feature: E2

As a player, I want to have enemies with higher health so that the game’s playability and difficulty meets my expectations to improve my experience

- Desired behavior for this feature would be enemies can receive more than 1 hit without losing all their health

Feature: B4

As a player, I want my jump attack ability to function as intended so that I can progress through levels accordingly to win the game

- Desired behavior for this feature would be players can jump on top of enemies' heads to kill them (regardless of remaining health)

Rion-Mark McLaren Jr

E3:

As a Player I want to enjoy a dynamic range of unique attacks and abilities to make my gameplay more entertaining and immersive

Test Case – The player plays through the next level with this ability, and gains another skill at the end of that level. The player then uses these abilities to progress through the game. Lastly on the final level the player gets another ability to assist with the new boss, and with the combination the player will defeat the new boss.

Test Case Information			
Title	Add new player abilities		
Test ID	TE1		
Test Date	9/24/21	Owner/Tester	Rion-Mark McLaren Jr
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*
1	Start game and play through levels normally.	Levels load and are completable with ease	✓
2	The player reaches the second level	The player unlocks the first skill, with a tutorial to use it.	✗
3	The player reaches the third level	The player unlocks the second skill, with a tutorial to use it.	✗

4	The player reaches the boss	The player unlocks the another skill to assist with the boss, with a tutorial to use it.	X
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E4:

As a Gamer I want to fight against unique enemies, each with their own sense of personality and difficulty to help increase difficulty and add a something to look forward in my fights.

Test Case – Start the game and progress through the levels normally. As you make progress you will see different enemies. The player will have to learn what they enemies do, as they progress, and defeat them. The player will most likely have to use the unlocked skills in unique ways to defeat them. Then as they reach the boss, it will have an enhanced skill set challenging the player.

Test Case Information			
Title	Add new enemies and enemy abilities		
Test ID	TE2		
Test Date	9/28/21	Owner/Tester	Rion-Mark McLaren Jr
Test Procedure			
Step	Action	Expected Result	Pass (✓ / X)*
1	Start game and play through levels normally.	Levels load and are completable with ease	✓
2	Ecounter a new enemy	Enemy has special abilities, and puts up a fight against the player	X
3	Ecounter another new enemy	Enemy has a different skill set, and puts up another unique challenge for the player	X
4	Ecounter the boss	The boss has the most challenge arsenal, making the boss feel more challenging than anything else.	

Notes	The process of encountering new enemies will happen more than twice, the process is the same however so this makes it easy to read
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Chris Rocco

B1:

User Story – As individual that enjoys playing games, it is very frustrating when a game freezes or breaks out of no where. Making sure a game is as bug free as possible increases enjoyment and as well as less personal rage towards the problem.

Test Case - Start game and progress through level 1 and 2, (expected: levels load and have proper playthrough) after completing level 2, user goes onto level 3 and gets up to moving platforms (expected: to be able to finish level, game freezes on platform from rapid input). User has to restart the game with no progress saved.

Test Case Information			
Title	Level Three “Freezing”		
Test ID	TB1		
Test Date	9/24/21	Owner/Tester	Chris Rocco
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*
1	Start game and play a level 1-2	Level loads as usual and is traversable and completable	✓
2	Player moves onto level 3 and gets up to moving platforms	Player should be able to traverse platforms and beat level	✗
3	Player game Screen Freezes	User should be able to complete level and move onto level 4	✗
4			

B3:

User Story – As a gamer it is expected to have a smooth transition through the progress of the game or levels, making it a key factor to have each level or progression through a game work. Having an unworking level makes the game unfinished and not worth the time, games are an escape from the world, and each bug or mistake takes away from being “in” the game,

Test Case – Load up game and progress through levels up to 3, after completing level 3, user is transferred to boss level (expected: to load into level 4), user is unable to finish game (expected: level 4 to be implemented to be able to get onto next platform.

Test Case Information			
Title	Level Four “Death Hole”		
Test ID	TB3		
Test Date	9/25/21	Owner/Tester	Chris Rocco
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*
1	Start game and play a level 1-3	Level loads as usual and is traversable and completable	✓
2	Player beats level 3 and hits goldbox to move onto level 4	Player should be loaded into level 4	✗
3	Player goes straight to boss level	User should complete level 4 and then be transported to the boss level	✗
4	Player tries to beat boss level	Player should continue from the 4th level to beat level 4	✗

Josh Reed

B2:

User Story:

As a player, I want to be able to use my characters abilities, such as an attack without major problems so that I am able to smoothly progress throughout the levels of the game.

Test Behavior:

When this bug is fixed, the player will be able to attack while moving and jumping, allowing for smooth gameplay and quicker progression throughout the levels. This also allows the player to play the game with different styles, choosing to be cautious or play quickly depending on user preference.

E1:

User Story:

As a player, I want the level's environment, such as the water, to be responsive to the character so that the level design has more of an impact on the playing experience.

Test Behavior:

With this feature implemented, the player will be unable to swim in the water, making it an interactive part of the environment, and not just a useless feature.

III. Test Cases

Test Case Information			
Title	Update Enemy Health System		
Test ID	TE2		
Test Date	9/23/2021	Owner/ Tester	<i>Sean Pfordresher</i>
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*
1	Start game and load up the first level	Level loads as usual; no additional bugs created	✓
2	Use player attack ("hairball") ability on all enemies	Player attack works as intended; enemies' healths decrement appropriately	✗
3	Repeat step 2 for remaining levels	All enemies' healths decrement appropriately and enemies die after corresponding new number of required hits	✗

Notes	<ul style="list-style-type: none"> • Step 1 completed successfully • Step 2, and subsequent step(s), failed because enemies died in 1 hit
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Test Case Information			
Title	“Frozen” player attack		
Test ID	TB4		
Test Date	9/25/2021	Owner/ Tester	<i>Sean Pfordresher</i>
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*
1	Start game and load up the first level, play through to level two	Level loads as usual; reach level two; no additional bugs created	✓
2	Use player attack (“hairball”) ability several times	“Hairball” graphic never freezes on-screen (disappears after correct number of seconds)	✗
3	Continue using player attack on different enemies	Attack damages enemies, never freezes on-screen, and disappears after correct number of seconds	✗
4	Repeat in different areas of remaining levels on all enemies to check for edge cases	Attack works on all enemies/ never freezes in all situations (land, in-air, water, etc.)	✗
Notes	<ul style="list-style-type: none"> • Step 1 completed successfully • Step 2, and subsequent step(s), failed because player “hairball” attack froze on-screen on the second level 		

Test Case Information	
Title	Attacking while moving and jumping

Test ID	TB2		
Owner/ Tester	<i>Josh Reed</i>		
Test Date	<i>9/23/21</i>	Owner/Tester	<i>Josh Reed</i>
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*
1	Start game and play level 1	Game launches and progresses to level 2	✓
2	Talk to the duck at the beginning of level 2	Player obtains attack ability	✓
3	Attempt to attack while standing still	Attack fires in the direction the character is facing	✓
4	Attempt to attack while moving	Attack fires in the direction the player is facing	✗
5	Attempt to attack while jumping	Attack fires mid-air in the direction the player is facing	✗

Test Case Information			
Title	Player interaction with water		
Test ID	TE1		
Owner/ Tester	<i>Josh Reed</i>		
Test Date	<i>9/25/21</i>	Owner/Tester	<i>Josh Reed</i>
Test Procedure			
Step	Action	Expected Result	Pass (✓ / ✗)*

1	Start game and progress to water	Game launches and correctly loads levels and entities	✓
2	Have the playable character fall into the water	Player dies when they collide with the water and the level is restarted	✗