**User Stories & Test Plans Report**

Scrum Sprint 0

OMNEITY STUDIOS

*Team B3*

Rion-Mark McLaren, Joshua Reed, Christopher Rocco, Sean Pfordresher

**I.** **Features Overview**

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| 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.

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.

Chris Rocco

B1:

User Story – As an individual that enjoys playing games, it is very frustrating when a game freezes or breaks out of nowhere. 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.

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.

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**

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| 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 | **✘** |
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| Test Case Information | | | |
| **Title** | Attacking while moving and jumping | | |
| **Test ID** | TB2 | | |
| **Owner/**  **Tester** | *Josh Reed* | | |
| **Test Date** | *9/23/21* | **Owner/Tester** | *Josh Reed* |
| 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 | **✘** |

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| 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 | **✘** |

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| Test Case Information | | | |
| **Title** | Player interaction with water | | |
| **Test ID** | TE1 | | |
| **Owner/**  **Tester** | *Josh Reed* | | |
| **Test Date** | *9/25/21* | **Owner/Tester** | *Josh Reed* |
| 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 | **✘** |

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| Test Case Information | | | |
| **Title** | Update Enemy Health System | | |
| **Test ID** | TE2 | | |
| **Test Date** | 9/23/2021 | **Owner/ Tester** | *Sean Pfordresher* |
| 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 | **✘** |
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| **Notes** | * 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** | *Sean Pfordresher* |
| 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.) | **✘** |
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| **Notes** | * Step 1 completed successfully * Step 2, and subsequent step(s), failed because player “hairball” attack froze on-screen on the second level | | |

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| Test Case Information | | | |
| **Title** | Add new player abilities | | |
| **Test ID** | TE3 | | |
| **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. | **✘** |

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| Test Case Information | | | |
| **Title** | Add new enemies and enemy abilities | | |
| **Test ID** | TE4 | | |
| **Test Date** | *9/28/21* | **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 | Ecounter a new enemy | Enemy has special abilities, and puts up a fight against the player | **✘** |
| 3 | Ecounter another new enemy | Enemy has a different skill set, and puts up another unique challenge for the player | **✘** |
| 4 | Ecounter the boss | The boss has the most challenge arsenal, making the boss feel more challenging than anything else. |  |

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| **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 |