Scrum Sprint 0 Report

Team A1

Jack Duggan

Karalyn Kachmar

Jack Burns

Hephzibah Rajan

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User Stories:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Team Member** | **Test ID** | **Bug/Enhancement** | **User Story** | **Test Behaviors** |
| Hannah | R1 | Instructions for controls an option | As a beginner player, I want to be provided the instructions on how to play the game and use the different controls at the start of the game to help me navigate through the game better. | Option to view instructions with controls provided prior to start of game. Controls are listed clearly. |
| R2 | Ability to walk off the map | As a player, I want to be provided a specific boundary that distinguishes where I can move and where I can’t to help me understand and play the game more easily. | Avatar cannot walk off the map in either direction |
| Jack B | B3 | Adding Water Functionality | As a player, I want to see the water do something in the game so that it adds another challenge to overcome or out-think. | When touching water, the avatar receives damage, a game over occurs, or the player takes another penalty of some form. |
| B4 | Game Over Screen | As a player, I want there to be holes to jump over to add to the challenge of the game. | A game over screen appears when the avatar hits an enemy or fails to pass an obstacle successfully. |
| Jack D | D5 | Dinosaur attack | As a developer, I want the attacks of the enemies to work properly and how the player would expect them to. | The fireball moves at a constant pace, no matter which direction it is fired, and causes damage to the avatar if hit |
| D6 | Ability to kill enemies | As a player, I want to have the ability to kill enemies so that there is more versatility to the game and how the game can be completed. | Pressing the spacebar gives the avatar the ability to fire an attack at an enemy, which kills them and removes them from gameplay. |
| Kara | K7 | Pause button | As a player, I would like to access the pause screen during gameplay, not during other times, so the program functions as I would expect a video game to run. | Pressing ‘P’ pauses the game during gameplay, presenting the pause screen, but not at any other point in the program. |
| K8 | Overriding of keys | As a player, I would like the most recent keystroke to dictate the avatar’s movement, overriding previous keystrokes so the avatar reacts according to my movements. | Pressing a key overrides the previous keystroke and moves the avatar in that direction, even if the previous key is held down. |

Test Cases:

**Owner:** Hannah

**Test Title:** Game Instructions

**Test ID:** R1

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass (0/1)** |
| 1 | Run the game | The game runs | 0 |
| 2 | Click on Menu option | Menu opens and instructions are available | 0 |
| 3 | Exit out of Menu | Exits out of Menu | 0 |
| 4 | Press spacebar to start the game | Game begins | 0 |
| 5 | Press ‘A’ followed by left-arrow key | Avatar moves to the left for both keys | 0 |
| 6 | Press ‘W’ followed by up-arrow key | Avatar jumps for both up and ‘W’ keys | 0 |
| 7 | Press ‘D’ followed by right-arrow key | Avatar moves to the right for both right and ‘D’ keys | 0 |

**Test Result:**

**Notes:**

**Owner:** Hannah

**Test Title:** Map Boundaries

**Test ID:** R2

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass (0/1)** |
| 1 | Run the game | The game runs | 0 |
| 2 | Press the spacebar to begin playing | Game begins | 0 |
| 3 | Press ‘A’ or left-arrow key | Avatar keeps hitting an invisible barrier and does not leave the map | 0 |
| 4 | Turn towards the right, play the game, and continue till the right-end of the map without hitting the golden box | Avatar keeps hitting an invisible barrier and the level is not completed unless the avatar is made to hit the golden box | 0 |

**Test Result:**

**Notes:**

**Owner:** Jack Burns

**Test Title:** Water Functionality

**Test ID:** B3

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game | The game runs | 0 |
| 2 | Maneuver to the area with water | Move the avatar by jumping and moving to get to the desired area | 0 |
| 3 | Jump into the water and Die/take damage | Game resets/a life is used up/you lose health | 0 |

**Test Results:**

**Notes:**

**Owner:** Jack Burns

**Test Title:** Game Over Screen

**Test ID:** B4

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game | The game runs | 0 |
| 2 | Encounter a hole in the map | A hole is visible on the map | 0 |
| 3 | Fall down hole | Fall down hole and lose life/restart | 0 |

**Test Results:**

**Notes:**

**Owner:** Jack Duggan

**Test Title:** Dinosaur Attack

**Test ID:** D5

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game and start the level | Game starts and enemies appear | 0 |
| 2 | Jump on top of the tree where the Dinosaur walks and position the player on the edge of the treetop | The Dinosaur will come in contact with the player resulting in a death/game over screen | 0 |
| 3 | Maneuver to the other side of the treetop and position player on opposite edge | The Dinosaur will come in contact with the player resulting in a death/game over screen | 0 |
| 4 | Have the Dinosaur shoot a fireball to the left | The fireball will travel at a higher speed than the Dinosaur, allowing the player to see it | 0 |

**Test Results:**

**Notes:**

**Owner:** Jack Duggan

**Test Title:** Ability to Kill Enemies

**Test ID:** D6

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Results** | **Pass** |
| 1 | Run the game and start the level | Game starts and enemies appear | 0 |
| 2 | Approach and jump on top on enemy | Player will not die and enemy flashes red to indicate damage taken | 0 |
| 3 | Jump on top of enemy again | Play does not die and enemy flashes red and falls off the screen | 0 |
| 4 | Continue playing to ensure other enemies function properly | Other enemies have the ability to kill the player or be killed by the player. | 0 |

**Test Results:**

**Notes:**

**Owner:** Kara

**Test Title:** Pause Button

**Test ID:** K7

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game | The game runs | 0 |
| 2 | Press ‘P’ | Pause screen does not appear | 0 |
| 3 | Press spacebar to start the game | Game begins | 0 |
| 4 | Press ‘P’ | Pause screen appears | 0 |
| 5 | Hit gold box | Level cleared screen appears | 0 |
| 6 | Press ‘P' | Pause screen does not appear | 0 |

**Test Result:**

**Notes:**

**Owner:** Kara

**Test Title:** Overriding Keys

**Test ID:** K8

**Examiner:**

**Date Tested:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game | The game runs | 0 |
| 2 | Press spacebar to start the game | Game begins | 0 |
| 3 | Press and hold left arrow key | Avatar moves left | 0 |
| 4 | Press right arrow key while still holding left | Avatar moves right | 0 |
| 5 | Press and hold right arrow key | Avatar moves right | 0 |
| 6 | Press left arrow key while still holding right | Avatar moves left |  |

**Test Result:**

**Notes:**