

User Stories

Name	Test ID	Bug/Enhancement	User Story
Matthew Hendrickson	[1]	Combat	As a <i>Player</i> , I want to be able to fight back against the enemies so that I can have a more interactive and engaging experience when playing the game.
	[2]	Map Boundary Bug	As a <i>Player</i> , I want the map boundaries to be clearly defined and effective so that I am prevented from accidentally breaking the game.
Andrew DePass	[3]	Collectables	As a <i>Player</i> , I would like to have an objective where I collect coins, so that as a user I am more engaged with the game.
	[4]	Neutral Walrus	As a <i>Player</i> I would like the option to learn more about the story/narrative within the game, so that the game has more context.
Jake DeBroff	[5]	Water Bug	As a <i>Player</i> , I want the water to be a danger to me, so that I am forced to be more aware of my surroundings.
	[6]	Input Override/Direction Change	As a <i>Player</i> , I want the controls to be clean and consistent so that the game does not cause any confusion.
Christian Cooper	[7]	Audio	As a <i>Player</i> , I want to be able to enjoy background music during the game and character audio from jumping or bouncing on the head of enemies so that the experience is more immersive.
	[8]	Pause bug	As a <i>Player</i> , I want to be able to know the controls better and to be able to pause the game correctly so that the game has a more polished feel.

Test Plans

Title	Combat Test		
Test ID	1		
Owner	Matthew Hendrickson		
Tester	Matthew Hendrickson		
Date Tested	10/5/2020		
Steps	Anticipated Action	Pass/Fail (✓/X)	Notes
1. Open the game	The game compiles and runs successfully	✓	
2. Read the instructions of how to defeat enemies	Instructions menu is present and noticeable for the user to recognize and read	X	No instructions for the user to read
3. Play the game	The player is able to start playing the game	✓	
4. Navigate to an enemy	The player is able to navigate to an enemy	✓	
5. Destroy the enemy using the method provided by the instructions	User is able to destroy the enemy	X	No instructions and no way for the user to defeat an enemy
Test Summary	X		There was no way for the user to defeat an enemy.

Title	Map Boundary Test		
Test ID	2		
Owner	Matthew Hendrickson		
Tester	Jake DeBroff		
Date Tested	10/5/2020		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
1. Open the game	The game compiles and runs successfully	✓	
2. Play the game	The player is able to start playing the game	✓	
3. Traverse to the end of the left side of the map	The player stops moving once they hit the boundary	✓	
4. Traverse to the right side of the map.	The player stops moving once they hit the boundary	✓	
5. Complete the game	The game is successfully completed	✓	The map boundary must be removed when the end box is collected. If not, the game will not end.
Test Summary	✓		

Title	Collectables		
Test ID	3		
Owner	Andrew DePass		
Tester	Andrew DePass		
Date Tested	10-7-2020		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
1. Open the game	The game compiles and runs successfully	✓	
2. Read instructions on how to collect coins	The player easily accesses the instructions on how to play the game	✗	There are no instructions present on how to collect coins
3. Start the Game	The player initiates the level and the game begins	✓	
4. Collide the character with the coin	The player navigates their character to a coin and intersects the character with the coin	✗	The coin graphic was present when implemented with the fire ball class but not when implemented with the coin class.
5. Evaluate the presence of the coin that was just interacted with and the status of the score tracker	Following collision in the previous step the coin should disappear and a score tracker should increment	✗	The coin disappears when implemented with the fireball class, however this is the incorrect implementation.
Test Summary	✗		A coin class that extends a newly created collectable class has been made. The graphics and sprite sheet has been made. Although the coin appears in game as a fireball, this an improper implementation.

Title	Neutral Walrus		
Test ID	4		
Owner	Andrew DePass		
Tester	N/A		
Date Tested	N/A		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
1. Open the game	The game compiles and runs successfully	✓	
2. Start the Game	The player initiates the level and the game begins	✓	
3. Navigate to the walrus	The player is able to traverse the map and stop in the proximity of the walrus	✓	
4. Request multiple comments from the walrus	The player receives new text box responses on a narrative in the game after the user presses the spacebar	✗	Only the initial pre-existing comment upon the first interaction is present
Test Summary	✗		Additional comments have yet to be implemented

Title	Water Bug		
Test ID	5		
Owner	Jake DeBroff		
Tester	N/A		
Date Tested	N/A		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
1. Open the game	The game compiles and runs successfully	✓	
2. Play the game	The player is able to start playing the game	✓	
3. Traverse to the water on the right side of the level	It is possible for the player to make it to the water	✓	
4. Come in contact with the water	The player dies when the touch or enter the water	✗	Player character is completely unaffected by the water, it is purely aesthetic
Test Summary	✗		The water does not affect the player

Title	Input Override/Direction Change		
Test ID	6		
Owner	Jake DeBroff		
Tester	N/A		
Date Tested	N/A		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
1. Open the game	The game compiles and runs successfully	✓	
2. Play the game	The player is able to start playing the game	✓	
3. Jump and change direction mid-air	When the player changes direction, the character changes the way it faces	✗	When the player changes direction mid-air, the character does not visually turn
4. Move right and then move left while still holding the right arrow key	The player moves left	✓	
4. Move left and then move right while still holding the left arrow key	The player moves right	✗	The player will continue moving left in this case
Test Summary	✗		Some controls to visual bugs exist in our game that hinder the player experience

Title	Audio Test		
Test ID	7		
Owner	Christian Cooper		
Tester	N/A		
Date Tested	N/A		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
User opens game	Game compiles and runs successfully	✓	
User plays game	User acts as character and plays game	✓	
User hears background music	User is able to hear the music while playing game	✗	No music is heard
Character Jumps	Character makes landing noise	✗	No sound is heard
Character jumps on enemies head	User hears a “bop” sound and enemy dies	✗	No sound is heard
Test Summary	✗		Music and sound need to be implemented

Title	Pause Test		
Test ID	8		
Owner	Christian Cooper		
Tester	Matthew Hendrickson		
Date Tested	10/8/2020		
Steps	Anticipated Action	Pass/Fail (✓/✗)	Notes
User opens game	Game compiles and runs successfully	✓	
User presses pause at main menu	Pause menu does NOT show	✓	
User starts game	User hits start button and begins playing game	✓	
User presses pause mid game	Pause menu is displayed	✓	
Test Summary	✓		