User Stories

Name	Test ID	Bug/Enhancement	User Story
Matthew Hendrickson	[1]	Combat	As a *Player*, 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 *Player*, 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 *Player,* 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 *Player* 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 *Player,* 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 *Player,* I want the controls to be clean and consistent so that the game does not cause any confusion.
Christian Cooper	[7]	Audio	As a *Player*, 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 *Player*, 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 (✓/✗)**	**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	✓	Instructions exist, but they do not detail how to defeat an enemy
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	✗	No way for the user to defeat an enemy
Test Summary	✗		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	✓	
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	✓	This is no longer needed.
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	✓	
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	✓	
Test Summary	✓		

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 does not move, standing still animation plays	✓	
5. Move left and then move right while still holding the left arrow key	The player does not move, standing still animation plays	✓	
6. Repeat steps 4 and 5 but with "wasd"	The player does not move, standing still animation plays	✓	
Test Summary		✗	Some animations still need to be implemented correctly

Title	Audio Test	
Test ID	7	
Owner	Christian Cooper	
Tester	N/A	
Date Tested	N/A	
Steps	Anticipated Action	Pass/Fail (✔/✗)	Notes
1. User opens game	Game compiles and runs successfully	✔	
2. User plays game	User acts as character and plays game	✔	
3. User hears background music	User is able to hear the music while playing game	✗	No music is heard
4. Character Jumps	Character makes landing noise	✗	No sound is heard
5. 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**
1. User opens game	Game compiles and runs successfully	✓	
2. User presses pause at main menu	Pause menu does NOT show	✓	
3.User starts game	User hits start button and begins playing game	✓	
4. User presses pause mid game	Pause menu is displayed	✓	
5. Test Summary		✓	