

System and Unit Tests
Not Zombies
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Sprint 1:

Assuming you have already pressed the .exe for our game and pressed the start button in the main menu.

User Story 1: As a gamer, I want to be able to collect and use items that I find in the world.

Scenario:

1. Walk around the map until you find an item in sight
 - a. Use WASD to move around
2. Once you find an item, walk over to it and stand over it
3. Once you collide, the game will prompt you to press E to pick up
4. Press the E key
5. Now the item is in your inventory
 - a. Press I to open your inventory
 - b. Click and drag item to your hand to use them
 - c. Right click food to eat

User Story 2: As a gamer, I want to be able to use the keyboard so that my character moves.

Scenario:

1. Use the keys WASD to move up, left, down, and right respectively.
2. Use the mouse to look whatever direction you want while moving

User Story 3: As a gamer, I want a large regional open world so that I may explore it. Sprint #3 -

User Story 3: As an explorer, I want there to be a complete, populated map with transitions between them so I can explore the dynamic game world.

Scenario:

1. Start the executable and press the Start Button.
2. Use any movement key to move around the map
3. When come the edge of a scene, continue running and you will be transitioned to a new scene.
4. This shows our open world.

User Story 4: As a developer, I want to implement an inventory with a weight limit so that the player can only have limited items at the same time.

Scenario:

1. While in game, if you are standing over many items, press E to pick up each item.
2. After exceeding your limit, you can no longer press E to pick up items.

3. Press I to open your inventory.
4. Click and drag items to move them around.
5. Click and drag them away from your inventory to drop items and lessen your overall weight.

Sprint 2:

User Story 1: As a player, I want an inventory so that I can see and select all items I've obtained.

1. See previous sprint for information on this.

User Story 2: As a wounded survivor, I want food that I can eat so that I can restore health and be stronger.

Scenario:

1. Wander until you find a food item.
2. Press 'E' over the food to pick it up.
3. Open inventory with the 'I' key
4. Hover over your food with the mouse
5. Read the restore values of your different kinds of food
6. Right click your desired food and it will restore HP.

User Story 3: As a survivor, I want weapons to attack the enemies so that they die.

User Story 4: As a survivor, I want to be able to use my weapons to attack the enemies so that they die.

Scenario:

1. Wander the world until you find a weapon. (Melee or Ranged)
2. Press E to pick up said item on the ground.
3. Press I to open your inventory
4. Click and drag your weapon to your hand or holster.
5. If the item is a melee item
 - a. After you drag the weapon to the hand icon, close the inventory
 - b. Left-click to use your item
 - c. Melee weapons have infinite uses
 - d. Next find an enemy
 - e. Click within melee range to kill the enemy
6. If the item is a ranged weapon
 - a. Drag the item to your hand icon
 - b. Close the inventory
 - c. Make sure you have ammo to shoot
 - d. If not, wander until you pick up ammo

- e. With ammo, left click to fire your weapon
- f. Move the mouse so you are lined up with an enemy
- g. Left click/shoot until the enemy dies

Sprint 3:

User Story 1: As a player, I want to have enemies that I can fight so that I can obtain better equipment and progress in the game.

Scenario:

1. Wander the level until you find a weapon to use on an enemy
2. Pick up the weapon
3. Equip the weapon
4. Left-click with your item until you kill your desired enemy
5. On death, the enemy will drop a random number of food/weapon items
6. Press E on the items to pick them up

User Story 2: As a survivor, I want to have a day and night cycle to change gameplay and enemy interactions.

Sprint 2 - User Story 5: As a survivor, I want a realistic world that has a day and night cycle.

Scenario:

1. Double click the .exe file for our game
2. Press the start button to begin the game
3. Play the game/wait for time to pass
4. Around afternoon the screen transitions to a slightly darker day
5. Then it goes full dark, then lightens up for dawn, and returns to full light at the start of a new day.

User Story 4: Resolve the end-game.

Scenario:

1. Given you're already playing the game and know how to play, you could be ready for the end game.
2. Play until you've collected enough weapons, food, and ammo to take on a stronghold.
3. Journey to the center of the map to find the stronghold.
4. Enter and kill all enemies in the stronghold
5. After all enemies die, a new door appears
6. Enter through door to start final cutscene
7. Watch and enjoy as you have beaten the game.