CS408: Test Plan

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User Story 1 (As a User, I would like to be able to start a new game)

ID Number	Descriptive title	Instructions	Expected Result	Severity
011	New game button displays	Open up the application	The game displays the new game button	2
012	New game button clicked	Click 'Start new game' button	Game transitions into character select screen	2

User Story 2 (As a User, I would like to be able to play as different characters)

ID Number	Descriptive title	Instructions	Expected Result	Severity
021	Viewing a character	View any of the available characters	Popup box appears showing details on the character. Any existing character pop-ups should collapse	2
022	Selecting a character	Click on the 'Select' button	The game starts with the playing playing with the selected character	2

User Story 3 (As a User, I would like to be able to play against an AI opponent)

ID Number	Descriptive title	Instructions	Expected Result	Severity
031	AI spawns in	User enters a new game	Enemies appear on the map	2
032	AI follows player	User moves around the map	Enemies respond to and chase player	2
033	AI performs unique individual actions (shooting, leaping, etc)	User gets within range of an enemy	Enemy performs its action to harm the user	2
034	AI dies	User fatally injures the enemy	Enemy displays death animation and despawns	2

User Story 4 (As a User, I would like my character to have MOBA like abilities)

ID Number	Descriptive title	Instructions	Expected Result	Severity
041	Ability - not on cooldown	Click 'q', 'w', 'e', or ' r'	The player should perform a visible action based on which key they pressed	2
042	Ability - on cooldown	Click 'q', 'w', 'e', or ' r'	The icon of the ability should flash	2

User Story 5 (As a user, I would like to view leaderboards containing high scores)

ID Number	Descriptive title	Instructions	Expected Result	Severity
051	Leaderboard displayed	Click on leaderboard to open up	The leaderboard should display with all of the names and scores	2
052	Back to main menu	Click on the back button	The main menu should reappear	2

User Story 6 (As a User, I would like to play on a unique designed map)

ID Number	Descriptive title	Instructions	Expected Result	Severity
061	Map loads	Start a new game and wait for map to load	Map should load smoothly with everything present (character, environment, etc.)	1

User Story 7 (As a User, I would like to be able to pause the game)

ID Number	Descriptive title	Instructions	Expected Result	Severity
071	Pause button displays	Start and loads into a game	While in game pause button is displayed on screen	2
072	Pause button clicked	Press the 'Pause' button	Game pauses and resume option is displayed	3
073	Resume button displays	Click the 'Pause' button	While game is paused the resume button is displayed on the users screen	2
074	Resume button	Click the 'Resume' button	Game resumes	2

			when the resume button is clicked	
clicked				

User Story 8 (As a User, I would like my abilities to have cooldowns)

ID Number	Descriptive title	Instructions	Expected Result	Severity
081	Ability change from ready to cooldowns	Press q,w,e, r	Skill goes in to cool down phase	2
082	Ability in cooldowns	Try using the skill in cooldowns	Can't use the skill	2
083	Ability change from cooldowns to ready	Waiting for the skill in cooldowns	Skill is not in cooldowns anymore	2

User Story 9 (As a user, I would like to see how many enemies remain in the wave)

ID Number	Descriptive title	Instructions	Expected Result	Severity
091	# enemies remaining - start	User begins the game	A number appears in the UI	2
092	# enemies remaining - mid round	User kills an enemy	The number in the UI decrements by 1	2
093	# enemies remaining - end round	User kills all enemies in a current round	The number at the top of the screen changes to reflect the # of enemies in the incoming wave	2

User Story 10 (As a user, I would like to enter my name into the leaderboard after my game)

ID Number	Descriptive title	Instructions	Expected Result	Severity
101	Enter name	Click on enter name after losing	Should be able to enter a username in a text box	3
102	Send Username	Confirm username	Username should be sent along with high score to be displayed on leaderboard	3
103	Check leaderboard	From the main menu open up the leaderboard	Username should be displayed on leaderboard	3

User Story 11 (As a user, I would like the game to have sound)

ID Number	Descriptive title	Instructions	Expected Result	Severity
111	Sound On	Open the application	The game sound should start up when the game starts	3
112	Correct sound output	Perform an action with an associated sound	When a specific action is performed the corresponding sound is output	3

User Story 12 (As a user, I would like to be able to mute the sound)

ID Number	Descriptive title	Instructions	Expected Result	Severity
121	Mute button	Open the application	The mute	3

ID Number	Descriptive title	Instructions	Expected Result	Severity
	displays		button is displayed on the users screen	
122	Mute Button clicked	Click the 'Mute' button on screen when sound is on	The sound cuts off when the button is clicked	3
123	Mute Button re-clicked	Click the 'Mute' button on screen when sound is off	The sound comes back on when the button is reclicked	

User Story 13 (As a User, I would to be able to pick up power-ups to boost my characters stats in game)

ID Number	Descriptive title	Instructions	Expected Result	Severity
131	Power up spawn	User kills an enemy	A power up spawns at a random chance	2
132	Power up collection	User collects a power up from a dead enemy	The player receives the power up's respective buff (speed, damage, etc)	2
133	Power up timeout	User has a power up buff for 30 seconds	The player no longer has the buff	2

User Story 14 (As a user, I would like to have a shop where I can purchase stat upgrades with in-game currency)

ID Number	Descriptive title	Instructions	Expected Result	Severity

141	Purchase item - sufficient gold count	Select an item in the shop with a price <= than the current gold count	The item is added to players inventory and player gold count is subtracted by the price of the item	2
142	Purchase item - insufficient gold count	Select an item in the shop with a price > than the current gold count	A pop-up should appear saying you don't have enough gold to purchase this item	2
143				
144				

User Story 15 (As a user, I would like the difficulty to increase with each wave of enemies)

ID Number	Descriptive title	Instructions	Expected Result	Severity
151	Increased enemy stats	User advances to a new round	New enemies that spawn have increased health and damaged	2
152	Increased enemy #	User advances to a new round	A higher amount of enemies is spawned than last round	2
153	New enemy varieties	User advances to a new round	Game occasionally and consistently adds new	2

			enemy types	

User Story 16 (As a User, I would like to know when I have won or lost the game)

ID Number	Descriptive title	Instructions	Expected Result	Severity
161	Game won - win condition met	Reached the required round for win condition	A popup appears displaying you have won. Options appear asking to upload score or start new game	2
162	Game lost - all health lost	User dies from enemy attacks	A popup appears displaying the high score and asking them to input their name	2

User Story 17 (As a user, I would like to face against a variety of enemies)

ID Number	Descriptive title	Instructions	Expected Result	Severity
171	Enemy appears	Start new game and wait for wave to start	Enemies appear on Users screen	2
172	Enemy type ratios	Start new game and wait for wave to start	Enemies appear in desired ratio. (ex: normal > ranged > tank)	2
173				
174				

User Story 18 (As a user, I would like the environment to be partially destructible)

ID Number	Descriptive title	Instructions	Expected Result	Severity
181	Test damaging the object	User damages the object in the environment using skills or simple attack	Object health reduces, if reach 0, object destruct	3
182	Test Object health	The health of objects are displayed	Different objects have different amount of health	3
183				
184				

User Story 19 (As a user, I would like information in the game to be clearly displayed (things like health, exp, gold, etc.))

ID Number	Descriptive title	Instructions	Expected Result	Severity
191	Information displayed	Begin a new game	Health, gold count, current exp, and enemy count is visible	2
192	Health changed	Take damage from enemy	Player health count is decreased	1
193	Gold/exp changed	Defeat an enemy	Gold count and exp is increased	

User Story 20 (As a user, I would like a main menu at the start where I can do things like check the leaderboard or start a new game.)

ID Number	Descriptive title	Instructions	Expected Result	Severity
201	Main menu loads	Run the game	The main menu appears with options to click on leaderboard and start new game	
202				
203				
204				