System and Unit Test Report

Snake on a Plane

Team Giga Snake

June 2016

Sprint 1

\* This story was for the team to learn about the software to be used and is not part of any technical software design.

A. As a developer, I want to be able to use the software we need to create the game.\*

B. As a designer, I want a visual representation of food on the screen.

C. As a designer, I want a visual representation of the snake on the screen.

D. As a player, I want to be able to control the snake with my mouse (or with a controller) so I can play the game.

E. As a designer, I want a visual indication that a player has picked up food.

F. As a gameplay programmer, I want the snake to be able to pick up food in order to

progress.

G. As a player, I want the camera to follow the snake so I can see around me.

H. As a player, I want to see that I’ve made progress by unlocking doors and/or becoming

stronger.

Scenario:

1. Start the game; move the snake to the “play” option on the initial screen.
2. Move the mouse cursor and the snake and the camera follow it.
3. Touch food and the snake will change color; the food disappears.
4. The snake gains the ability to eat enemies in that room.

This scenario encompases stories B-H as there are visual representations for food and the snake, the camera and snake follow the mouse cursor, the snake can pick up food, the snake changes visually, and the snake can become stronger.

Sprint 2:

A. As a designer, I want walls to distinguish sections of the game from each other

B. As a designer, I want a visual representation of “bullets” on the screen.

C. As a designer, I want a visual representation of enemies on the screen.

D. As a gameplay programmer, I want enemies that chase the player to keep them active

and aware.

E. As a gameplay programmer, I want stationary enemies which shoot in directional patterns

to keep the player active and aware.

F. As a player, I want a way to deal with enemies that are actively attacking me.

G. As a player, I want to be able to progress through the game.

Scenario:

1. Start the game; move the snake to the “play” option on the initial screen.
2. As the player moves through the game they notice enemies which fire bullets in directional patterns.
3. The player eats food and changes color, gaining the ability to eat enemies in that room; if the player is missing health, they are fully healed.
4. The player moves over an enemy and it disappears, leaving behind a small particle effect before disappearing completely; if the player is missing health, they gain 1 health.
5. Upon eating all the enemies, the door to the next room unlocks.
6. The player moves to the next room and notices that the walls are a different color than the last room.
7. The player moves through the room, noticing enemies that fire based on where they are placed as well as an enemy that is chasing them.
8. The player holds down the left mouse button and moves a bit faster to escape the chasing enemy as a bar in the lower left of the screen shortens; the boost bar depletes and regenerates as the player stops holding down the left mouse button.
9. The player eats the food and all of the enemies in the room and moves on to the next room.

This scenario encompasses stories A-G as the areas of the level are distinguishable from each other, there are visible enemies and bullets on the screen, enemies remain stationary and shoot at the player, enemies chase the player, the player can deal with threats by boosting as well as eating enemies, and the player progressing from room to room.

Sprint 3:

\* This story is subjective and more based in design balancing than user functionality.

A. As a game designer/player, I want the game to be challenging but not unfair.\*

B. As a player, I want a larger number of enemies to fight against.\*

C. As a game designer, I want a form of progression to get from one room to the next.

D. As a game designer, I want sounds attached to actions in the game to provide a better

overall feel.

E. As a player, I want to be able to win the game.

Scenario:

1. Start the game; move the snake to the “play” option on the initial screen.
2. The player hears music start to play and the game is being played.
3. The player moves over food, changing the snake’s color and causing a sound effect to play.
4. The player moves over an enemy, eating the enemy and causing a sound effect to play.
5. The player explores the room and finds a wall blocking passage between two rooms.
6. The player eats the final enemy in the room and hears an unlocking sound signifying that the door in the room has opened.
7. After progressing through several rooms, the player reaches a rainbow colored room with food in it and eats it.
8. A message appears signifying that the player has won the game; two buttons appear with options to play again or quit the game.

This scenario encompasses stories C-E as there is a visual and technical form of progression present in the game, sounds are attached to in game actions and events, and there is a win state present in the game.