**Members:**

Software Testing Engineer

As a Software Testing Engineer, My responsibility is to understand the functional requirements of the product, and to test it, check whether the software has defects, and test whether the software has performance such as stability, safety, and ease of operation.

**Github Address:**

https://github.com/riekstins504/test-game

**Product vision：**

It is a plot-based card-class game,you can experience real life as a player.At the beginning of the story,you are just a regular college student,and need to make the right choice in the face of difficulties,temptations and various challenges.You may still encounter fierce monsters,including course (like higher mathematics),test(CET),and a wide variety of advanced programming languages(c++,java).Beat the monsters to gain their skills,and release the trick when needed(input “cout<<’hello word’;” to use C++-skill);You can constantly grow and learn in the game,and realize the way of the real society.

eg:This product base is developed as a stand-alone game,network and database support is increased if conditions allow for later periods.

**Scenarios:**

scenario one:

Tom spends about 1 hour on commuting every day. Subway is crowded, and standing is normal. It is so boring. Tom took out his mobile phone as usual, and opened our game(the name hasn't been figured out yet). Tom just waited a few seconds and the game opened. The game is a vertical screen. He could operate it with one hand, so that his other hand could be used to grasp the pull ring in the subway car.

scenario two:

Anna is a college student. She is usually busy with her studies. But she likes playing games. She hopes to play games in her spare time. During the 10 minute break, she opened our game.

Anna is busy studying and doesn't have much mind to specialize in complex game systems. The UI of the game is very simple. She only needs to pay attention to the monster opposite and the cards in her hand. Anna only needs to drag the card onto the monster to activate the card skill. During the class, Anna soon defeated several monsters, met the boss and entered the battle. Halfway through the battle, the class bell rang and the game had the function of archiving. Anna withdrew from the game and played it again next time.

Feature:

It’s not difficult to get started, but you need to build a deck if you want to clear the game.

The plot content is close to life

Contains roguelike elements