

User Stories Assignment

User Story 1

“When the game started, I spawned at the apartment entrance and saw a log-in screen I had to fill out before moving around the apartment.”

Happy Path: The login screen was clear and simple; I knew what I had to do when I saw it. Typing in my credentials was easy, and the process was quick. It was very easy to log in, and after I put in my credentials, I could fully walk around the apartment.

Unhappy Path: The login screen was buggy and not working. I tried logging in through Google, but it wasn't functioning correctly. Logging in and putting in my credentials was hard, and it took a long time to type them. Even when I put in all the information, I still couldn't move around the apartment

User Story 2

“After logging in, I was able to walk on the floor of the apartment at a reasonable speed around the apartment.”

Happy Path: Walking around the apartment was simple; I didn't have any issues, and was walking at the same speed I would walk in real life. I also couldn't walk through the walls.

Unhappy Path: I walked around the apartment and was breaking the laws of physics. I started walking onto and into walls, tabletops, and chairs. I was also moving at an incredibly fast speed.

User Story 3

“When I entered the apartment, I saw the apartment with its furniture, but I wanted to view it without furniture.”

Happy Path: I was able to view the apartment with furniture, and when I wanted to view it without, I went to settings and unchecked the furniture box, and I was able to go around the empty apartment

Unhappy Path: After entering the apartment, I saw furniture in the apartment that I did not want to see, as I was expecting an empty apartment, I realized that there was a checkbox in the settings for removing furniture, but it did not work.

User Story 4

“When I was walking in the apartment, I looked out the window and the weather conditions of the city I chose after logging in.”

Happy Path: I chose the city I was from, and I was able to see the correct weather conditions that are currently happening in my city through the clear windows.

Unhappy Path: I tried choosing the city that I was from, but it didn't pop up or work. I looked out the windows, and they displayed weather conditions unrelated to the actual weather conditions of my city.

User Story 5

“When I exited the apartment, a pop-up screen appeared, and I had to rate the apartment.”

Happy Path: When I chose to leave the apartment, had pop-up screen appeared, and it was easy to rate the apartment. As soon as I did that, the game automatically ended. I also walked by the entrance without accidentally having the pop-up screen.

Unhappy Path: When I tried rating the apartment, the game could not interpret the number of stars I chose, and the game ended. Whenever I would walk by the entrance, the pop-up screen would annoyingly show up when I didn't want it to.