Project Proposal #6

Title: Attack of the Triangles

Vision Statement: To create an intuitive, easy-to-pick-up mobile game that has little to no barrier to access and provides local/global score tracking.

Who: Tyler Cook, Anthony Ryden, Nick Rohn, Seth Perry

Automated Tests: The automated tests are run in Unity using the Unity Test Tools Asset. Assertion testing scripts are added to the objects in the game and can be set to run at various points in the testing. This is done using an interface that allows one to select various settings such as what type of compare is run, what the expected values are, and when the test is performed throughout the running of the game. An example of a test failing is shown below. If the test succeeds, no output is presented. The test below checks to see if the Squares are still present after a collision. In this case, the Squares had not been removed.

- AssertionException: BoolComparer assertion failed.
 - Square 2.gameObject.activeSelf CompareToConstantValue False failed. Expected: False Actual: True
- AssertionException: BoolComparer assertion failed.
- Square 2.gameObject.activeSelf CompareToConstantValue False failed. Expected: False Actual: True
- AssertionException: BoolComparer assertion failed.
 - 🖊 Square 3.gameObject.activeSelf CompareToConstantValue False failed. Expected: False Actual: True
- AssertionException: BoolComparer assertion failed.
 - Square 3.gameObject.activeSelf CompareToConstantValue False failed. Expected: False Actual: True
- AssertionException: BoolComparer assertion failed.
 - Square 1.gameObject.activeSelf CompareToConstantValue False failed. Expected: False Actual: True
- AssertionException: BoolComparer assertion failed.
- Square 1.gameObject.activeSelf CompareToConstantValue False failed. Expected: False Actual: True

User Acceptance Tests:

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	ame: Attack of the Triangles			-	C .1 D					
Test Case			Test Designed By: Seth Perry							
	rity(Low/Med/High): High				Test Design Date: 4/1/15					
	Name: Active game : Triangles can be destroyed				Test Executed By: Test Execution Date:					
	on: Test that the triangles car	n he destroved when a	a circle collides with ther		Test execution pate:					
Description	on. Test that the thangles ta	The destroyed when a	circle conides with their							
Pre-cond	itions: None									
Depende	ncies: None									
Chami	Took Shows	Toot Date	Expected Result	Astual Desuit	Chatus /Dass	/ra:I\	Notes			
Step:	Test Steps 1 Start Game	Test Data N/A	Squares Spawn ar	Actual Result	Status (Pass	/ rall)	Mores			
	Totalt Gaine	11/7	Triangles begin to							
	2 Shoot circles from the		When a Circle col							
right side of the screen b		y	with a Triangle, b	oth the						
	clicking on the right side		Circle and the Tria	angle						
of the screen so they			should disappear							
	collide with the Triangles									
				•						
Project Name: Attack of the Triangles				Test Designed by: 1	Test Designed by: Tyler Cook					
Test Case ID: T2				Test Designed Date	e: 4/1/2015					
Test Priority (Low/Medium/High): High			Test Executed by:	• ' '						
Module Name: Active Game				·	Test Execution Date:					
Test Title	: Triangles are present and fa	lling								
	on: Test that triangles are pre	•								
2 coonput	om rest that than bles are pre	out and railing								
Dro Cond	itions: None.									
Depende	ncies									
Step	Test Steps	Test Data	Expected Result	Actual Result	Status: Pass,	/Fail	Notes			
	1 Start Game	N/A	Game should star	t.						
	2 Confirm that triangles ar	N/A	Triangles are falli	ng and						
	present and falling.		present.							
	present and family.		presenti							

Project Name: Attack of the Triangles Test Case ID: T3 Test Designed By: Seth Perry Test Priority(Low/Med/High): High Test Design Date: 4/1/15 Module Name: Active game Test Executed By: **Test Title:** Triangles destroy Squares Test Execution Date: **Description:** Test that the triangles destroy the squares upon collision Pre-conditions: None **Dependencies:** None Expected Result Step: Test Steps Test Data **Actual Result** Status (Pass/Fail) Notes 1 Open and Start Game N/A Squares Spawn and Triangles begin to fall 2 Allow the Triangles to fall When a Triangle collides to the bottom of the with a Square, both the screen and collide with Square and the Triangle the Squares should disappear Project Name: Attack of the Triangles Test Designed by: Tyler Cook Test Designed Date: 4/1/2015 Test Case ID: T4 Test Priority (Low/Medium/High): High Test Executed by: Test Execution Date: Module Name: Active Game Test Title: Score counts up. Description: Score counts up as points are scored and score is displayed at top of screen. Pre Conditions: Basic mechanics of game are implemented i.e. collisions are working. Dependencies: Step Test Steps Test Data **Expected Result Actual Result** Status: Pass/Fail Notes 1 Start Game N/A Game should start. 2 Destroy some triangles N/A Triangles should be by firing missiles. destroyed. 3 Determine whether the N/A The score should increase

as triangles are destroyed.

score is counting up

correctly.

Project Name: Attack of the Triangles

Test Case ID	:T5			Test Designed By: Seth Perry				
Test Priority	(Low/Med/High): High			Test Design Date: 4/1/15				
Module Nan	ne: Opening Screen			Test Executed By:				
Test Title: U	ser Login			Test Execution Date:				
Description:	Test that the user can l	og in						
Pre-conditio	ns: User has username	and password						
Dependenci	es: None							
Step:	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes		
1	Open Game							
2	Enter Username	Username: tester	Login should be					
3	Enter Password	Password: 1111	successful					

VCS Link: https://github.com/sperry94/ANST_Project