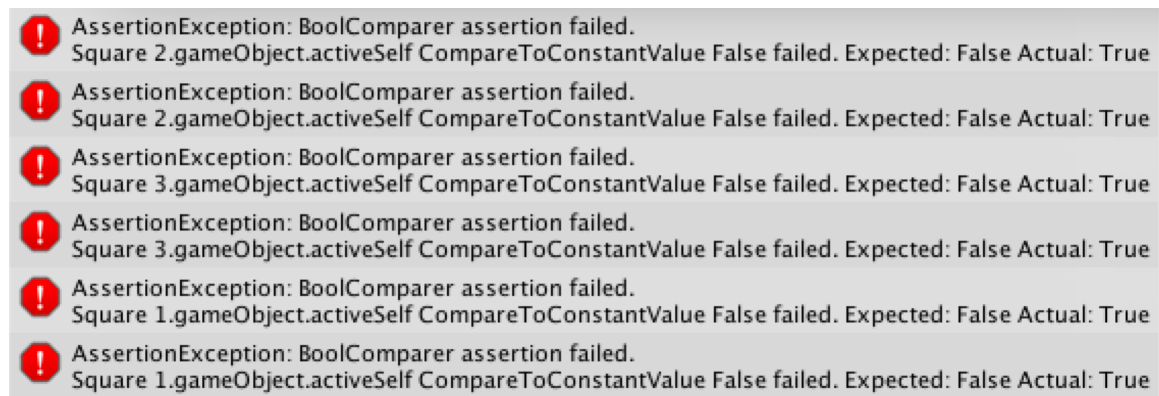**Project Proposal #6**

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.

User Acceptance Tests:

Project Name: Attack of the Triangles						
Test Case ID: T1				**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 can be destroyed				**Test Execution Date:**		
Description: Test that the triangles can be destroyed when a circle collides with them						
Pre-conditions: None						
Dependencies: None						

Step:	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Start Game	N/A	Squares Spawn and Triangles begin to fall			
2	Shoot circles from the right side of the screen by clicking on the right side of the screen so they collide with the Triangles		When a Circle collides with a Triangle, both the Circle and the Triangle should disappear			

Project Name: Attack of the Triangles						
Test Case ID: T2				Test Designed by: Tyler Cook		
Test Priority (Low/Medium/High): High				Test Designed Date: 4/1/2015		
Module Name: Active Game				Test Executed by:		
Test Title: Triangles are present and falling				Test Execution Date:		
Description: Test that triangles are present and falling						
Pre Conditions: None.						
Dependencies						

Step	Test Steps	Test Data	Expected Result	Actual Result	Status: Pass/Fail	Notes
1	Start Game	N/A	Game should start.			
2	Confirm that triangles are present and falling.	N/A	Triangles are falling and present.			

Project Name: Attack of the Triangles

				Test Designed By: Seth Perry
Test Case ID: T3				**Test Design Date:** 4/1/15
Test Priority(Low/Med/High): High				**Test Executed By:**
Module Name: Active game				**Test Execution Date:**
Test Title: Triangles destroy Squares				
Description: Test that the triangles destroy the squares upon collision				
Pre-conditions: None				
Dependencies: None				

Step:	Test Steps	Test Data	Expected Result	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 to the bottom of the screen and collide with the Squares		When a Triangle collides with a Square, both the Square and the Triangle should disappear			

Project Name: Attack of the Triangles

				Test Designed by: Tyler Cook
Test Case ID: T4				**Test Designed Date: 4/1/2015**
Test Priority (Low/Medium/High): High				Test Executed by:
Module Name: Active Game				Test Execution Date:
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 by firing missiles.	N/A	Triangles should be destroyed.			
3	Determine whether the score is counting up correctly.	N/A	The score should increase as triangles are destroyed.			

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 Name: Opening Screen	**Test Executed By:**
Test Title: User Login	**Test Execution Date:**
Description: Test that the user can log in	
Pre-conditions: User has username and password	
Dependencies: 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