System and Unit Test Report

Trash Toss

12/3/17

This document is a list of system test scenarios that show how users interact with Trash Toss. Each scenario corresponds to a user story from each sprint; the system's expected response to each scenario is also listed.

Sprint 1

A. <u>User story 1 from sprint 1</u>: As a person who works at the Santa Cruz Resource Recovery Facility, I want the game to be factual and incorporate diverse items, in order to reflect real-life complicated recycling situations, so that I can count on the members of Santa Cruz county to recycle properly and make my life easier.

Scenario: Start endless mode; score >50 points
> ➢ User should see more diverse, complex items begin to spawn

B. <u>User story 2 from sprint 1</u>: As an inexperienced recycler I want a variety of items, so I'll be prepared to handle more obscure types of waste.

Scenario: Enter endless mode
> ➢ User should observe a variety of items appearing and moving down the conveyor belt

Sprint 2

A. <u>User story 1 from sprint 2</u>: As a developer, I want to gain a good understanding of the existing code so that I can accomplish future tasks more efficiently.

Scenario: Open the project in unity; open a C# script; read the script
> ➢ Developer should understand what each statement does, and how they would add on to or use this code to accomplish a task for a user story.

B. <u>User story 2 from sprint 2</u>: As a user, I want to be able to see a cool score screen so that I can keep track of how well I'm doing in the game as well as understand the penalty of making the wrong move.

Scenario: Start endless mode; get an item in the correct bin || get an item in the incorrect bin
> ➢ User should see the score in the top right corner be updated, going up if correct and down if incorrect

Sprint 3

A. <u>User story 1 from sprint 3</u>: As a person who works at the Santa Cruz Resource Recovery Facility, I want the game to be factual and incorporate diverse items, in order to reflect real-life complicated recycling situations, so that I can count on the members of Santa Cruz county to recycle properly and make my life easier.

Scenario: Start endless mode; score >50 points
  ➢ User should see more diverse, complex items begin to spawn

B. <u>User story 2 from sprint 3</u>: As a developer, I want the user to be able to wash dirty items easily during sorting so that they can effectively sort complex items that need to be cleaned.

Scenario: Start endless mode; score >50 points; wait for a dirty two-step item to spawn; throw item at sink
  ➢ User should see the item, now in its second stage, now moving down from the top of the conveyor belt

Sprint 4

A. <u>User story 1 from sprint 4</u>: As a person who works at the Santa Cruz Resource Recovery Facility, I want the game to be factual and incorporate diverse items, in order to reflect real-life complicated recycling situations, so that I can count on the members of Santa Cruz county to recycle properly and make my life easier.

Scenario: Start endless mode; score >50 points
  ➢ User should see more diverse, complex items begin to spawn

B. <u>User story 2 from sprint 4</u>: As a developer, I want the user to be able to wash dirty items easily during sorting so that they can effectively sort complex items that need to be cleaned.

Scenario: Start endless mode; score >50 points; wait for a dirty two-step item to spawn; throw item at sink
  ➢ User should see the item, now in its second(clean) stage, moving down from the top of the conveyor belt