Introduction

Project: Potato will be a 3d Dark Souls-like game made in Unity, the target platform is PC.

The game will feature a 3rd person perspective, basic combat system, few types of enemies and some RPG elements.

Jira board: http://projectpotato.atlassian.net/browse/PP

Our team:

Łukasz Wójcik - Team Leader https://projectpotato.atlassian.net/issues?filter=10001

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Szymon Żywko - Tester https://projectpotato.atlassian.net/issues/?filter=10004

Keys

|  |  |  |
| --- | --- | --- |
| Action | K+M | Pad (Xbox) |
| Move Forward | W | Left Stick |
| Move Backward | S | Left Stick |
| Move Left | A | Left Stick |
| Move Right | D | Left Stick |
| Camera Movement | Mouse | Right Stick |
| Attack | LPM | RB |
| Special Attack | PPM | RT |
| Dodge | Space | B |
| Healing | F | Y |
| Toggle pause | ESC | Options |
| Accept/Interaction | E | A |

UML Diagrams

Due to the complexity and size UML diagrams are uploaded as separate files with .drawio extension. This allows for dynamic browsing and increases the readability compared to simple images.

Tests

Test 1:

Moving the character

Expected result: player moves in expected directions

Execution: press WASD key

Result:

Test 2:

Damaging an enemy

Expected result: reducing opponent’s health

Execution: attacking an opponent

Result:

Test 3:

Pausing the game

Expected result: the game gets paused

Execution: pressing a pause button in the menu

Result:

Test 4:

Navigating the menu

Expected result: menu buttons do their expected functions

Execution: pressing buttons in the game menu

Result: