GameShare System & Unit Test Report

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System Test Scenarios

Sprint 1

Scenario 1

User Stories:
- As a player, I want to see a visual representation of my character on the game field
- As a player, I want to move myself within the level
- As a player, I want rectangles to be obstacles i can hide behind
- As a player, I want to be able to shoot projectiles

Scenario:
1. Start app; go to running game
2. User represented as a tank
3. Obstacles represented as rectangles and ellipses
4. Move tank:
   a. Press W, A, S, or D Key
   b. Cannot move into obstacle or leave game area
5. Shoot projectile:
   a. Click mouse

Scenario 2

User Stories:
- As a player, I want to see others on the level
- As a player, I want to see the other players movements on the level

Scenario:
1. Start app; create new game; publish
2. Open a second browser window and go to game URL
3. Move your player around the level. The player's position will update on both browser windows

Scenario 3

User Stories:

● As a player, I want a limit on the number of players active on the game field

Scenario:
1. Start app; create new game; set player limit to 1; publish;
2. In a second window, go to game URL. A "game is full" error message will be displayed

Sprint 2

Scenario 1

User Stories:
● As a player, I want to be able to login and view the levels I created.

Scenario:
1. Start app;
2. From home page click login with Google or login with Facebook
3. Confirm login in Google or Facebook popup
4. Navigate to account page, has user information.

Scenario 2

User Stories:
● As a player, I want an interface that shows game stats
● As a player, I want bullets to react to objects and players and players to react to bullets

Scenario:
1. Start app; go to running game (if none running, create new game; publish)
2. Shoot bullet at wall
   a. Click mouse
   b. Bullet will bounce off wall
3. Side of game has UI with users and score

Scenario 3

User Stories:
● As a game maker, I want to be able to edit a simple level made of rectangles
● As a game maker, I want to be able to "publish" my game and have it rendered so that I can play it
● As a game maker, I want to be able to have UI tools that let me set rules for the level

Scenario:
1. Start app; login to an account; click create button;
2. Add rectangles and circles to grid in editor;
3. Click levels tab in sidebar and change values of options;

4. Click publish to play the game, navigates to URL where server running.

Sprint 3

Scenario 1

User Stories:
- As a player, I want an interface that shows who has hit the most tanks and who is on the server.

Scenario:
1. Start app; go to running game (if none running, create new game; publish)
2. View side of screen where UI displays active users and their scores
3. On hitting another player with enough bullets, the player dies and the scoreboard increments the shooter's score

Scenario 2

User stories:
- As a user, I want to be able to change game rules in the editor.
- As a user, I want objects to have varying health and damage values.

Scenario:
1. Start app; go to edit a new level;
2. Change settings by going to the 'level' tab in the left sidebar
3. Publish the game; see results in the game;

Sprint 4

Scenario 1

User Stories:
- As a user, I want to be able to undo/redo my editor changes

Scenario:
1. Start app; go to edit a new level;
2. Perform any action in the editor e.g. move/resize/add/delete object
3. Undo this action by pressing undo button or Ctrl+Z
4. Redo this action by pressing redo button or Ctrl+Y

Scenario 2

User Stories:
- As a user, I want clear animations that indicate when I shoot.

Scenario:
1. Start app; go to running game (if none running, create new game; publish)
2. Shoot, there is an animation for the bullets.

Unit Tests

Details on individual contributions to unit tests are in `scrum_docs/testing.pdf`.