

Scrum Cycle 0 Report

Team B1

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SER-225 Introduction to Software Development

September 25, 2020

User Stories

Map Boundaries[M-062](DeQwon Bentley): As a gamer I don't want to be able to make the character walk off the map so that the game doesn't become unplayable during each level.

Arrow Keys[A-784] (Madison Badalamente): As a gamer, I would like to see options when it comes to moving the avatar in the game to make game play more efficient. Having the ability to use multiple keys at a time will enhance the avatar's motion and help the game's playability.

Enemy Glitch[E-173] (Yadel Negash): As a gamer, I want the movements of the enemies to move in a logical way that would make sense to the game.

Environment Interaction[E-222] (Samantha Spinner): As a gamer, I would like to have a much more interactive experience with the things I encounter throughout the level so that I am challenged and engaged.

Levels[L-058] (DeQwon Bentley): As a gamer, I want multiple levels that vary in terms of difficulty and how each level is structured, so that the game can be longer and more challenging.

Pause[P-523] (Madison Badalamente): As a gamer, I want the game to be able to pause during gameplay only so that I can stop if I need to while playing and not at other random points.

Avatar Options[A-365] (Yadel Negash): As a gamer, I would like to see more options for choosing an Avatar character to play with. In addition, I would like the ability to change Avatars between levels.

Main Menu Options[M-123] (Samantha Spinner): As a gamer, I would like to have clear main menu instructions and options so that I know exactly how and what to do when I start playing.

Test Plans

Title	Map Boundaries	
Test ID	M-062	
Owner Of Test	DeQwon Bentley	
Name of Tester	DeQwon Bentley	
Test Date	9/23/2020	
Test Steps	Expected Result	Final Result
1: Start moving in the opposite direction of the way the character is initially facing	The boundary of the map will stop the player from moving off the screen	Failed
2: Move through level normally	Environment such as ground and trees should stop player from falling through the map	Passed
3: Do not complete level, instead keep walking forward	The boundary of the mao will stop the player from moving off the screen	Failed
Overall Result:		Failed
Comments: N/A		

Title	Arrow Keys	
Test ID	A-784	
Owner of Test	Madison Badalamente	
Name of Tester	Madison Badalamente	
Test Date	9/23/20	
Test Steps	Expected Result	Final Result
1. Begin gameplay moving in one direction.	The key should allow the player to move in the desired direction.	Passed
2. Hold down on the right key and then press on the left	The avatars direction should not override.	Failed
3. Attempt to crouch or jump while moving (ie. press the up or down key while moving left or right)	The avatar should progress forwards (or backwards) while also jumping or crouching. The player should be able to use both motions at one.	Failed
Overall Result:		Failed
Comments: There was an arrow key override and you can't use multiple keys at once.		

Title	Enemy Glitch	
Test ID	E-173	
Owner Of Test	Yadel Negash	
Name of Tester	Yadel Negash	
Test Date	09/21/2020	
Test Steps	Expected Result	Final Result
1. Open the game and press the spacebar to start game	The game should open properly without any problems	Passed
2. Pass the first enemy and stop just after the enemy bug is not visible	The enemy bug should not be seen anymore because it is off screen and it is going towards the left	Passed
3. Go back and forth close to the first enemy bug to see if the enemy bug teleports to the top of the stairs	If player goes back the enemy bug should be at the bottom of the stairs	Failed
Overall Result:		Failed
Comments: The movements of the first enemy (bug) is inconsistent and unpredictable. Unclear if this was programmed this way on purpose.		

Title	Environment Interaction	
Test ID	E-222	
Owner Of Test	Samantha Spinner	
Name of Tester	Samantha Spinner	
Test Date	9/22/20	
Test Steps	Expected Result	Final Result
1. Open game	Game opens up to the Main Menu and prompts the player to hit the spacebar to begin playing.	Failed
2. Walk through game	The trees stop the player from walking, the enemies kill the player, the water kills the player, and the walrus interacts with the player.	Failed
3. Proceed to next level	The environment interaction increases in difficulty each level and there are more animals, enemies, and obstacles for the user to interact with.	Failed
Overall Result:		Failed
Comments: Game does not have instructions, walrus does not interact, no levels.		

Title	Levels	
Test ID	L-058	
Owner of Test	DeQwon Bentley	
Name of Tester	DeQwon Bentley	
Test Date	9/22/2020	
Test Steps	Expected Result	Final Result
1. Play the first level	User plays the game normally, gets to end of level	Passed
2. Once the first level is completed second level should auto start	The application loads into next level	Failed
3. Play second level, repeat for multiple levels	User plays the game with newly generated levels, different enemies, etc.	Failed
Overall Result:		Failed
Comments: N/A		

Title	Pause	
Test ID	P-523	
Owner of Test	Madison Badalamente	
Name of Tester	Madison Badalamente	
Test Date	9/20/20	
Test Steps	Expected Result	Final Result
1. Open the game menu and try to pause the game	The game should not be able to pause.	Failed
2. Start the game and then try to pause	The game should pause.	Passed
3. Resume gameplay	The game should resume.	Passed
Overall Result:		Failed
Comments: You can pause the game on the home screen.		

Title	Avatar Options	
Test ID	A-365	
Owner Of Test	Yadel Negash	
Name of Tester	Yadel Negash	
Test Date	09/21/2020	
Test Steps	Expected Result	Final Result
1. Open game and locate the avatar options menu	The game should open properly without any problems to the menu page	Failed
2. Press the down/up key to the avatar options and press spacebar to proceed	Player can properly select the avatar options menu and proceed by pressing the spacebar	Failed
3. A row of avatar options should be visible with Radio Buttons under each avatar.	Player can properly select an avatar and proceed to the main menu page or to the game directly	Failed
Overall Result:		Failed
Comments: N/A		

Title	Main Menu Options	
Test ID	M-123	
Owner Of Test	Samantha Spinner	
Name of Tester	Samantha Spinner	
Test Date	9/23/20	
Test Steps	Expected Result	Final Result
1. Open Game	Game opens and displays a select avatar option, a play game option, and how to play option.	Failed
2. Press How to Play	A new menu pops up with clear instructions for game play.	Failed
3. Go back to main menu and select an avatar	A drop down menu will provide avatar options. When the game is played, the selected avatar should be playing.	Failed
Overall Result:		Failed
Comments: Selecting an avatar and how to play option have not been implemented yet.		

Git Repository

Below is the Git link to the repository for the project.

<https://github.com/yadel23/Team-B1---Game.git>