

# **Scrum Cycle 0 Report**

**Team B1**

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**SER-225 Introduction to Software Development**

**September 28, 2020**

# User Stories

**Enemy Glitch** (Yadel Negash): As a developer, I would like to fix the glitch within the game and develop on that by improving the enemy movement and by also adding more enemies.

**Avatar Options** (Yadel Negash): As a developer, I would like to give the player more options to pick for their avatars. This new feature can give a user friendly experience.

**Environment Interaction** (Samantha Spinner): As a developer, I would like the player to have a much more interactive experience with the things he/she encounters throughout the level.

**Levels** (DeQwon Bentley): As the developers, We want to implement multiple levels that vary in terms of difficulty and how each level is structured. Allowing the game to be longer and more challenging.

**Arrow Keys** (Madison Badalamente): As a developer, the goal is to allow the player to have more options when it comes to moving the avatar in the game to make game play more efficient. Allowing the user to use multiple keys at a time will enhance the avatar's motion and help the game's playability.

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.

**Pause** (Madison Badalamente):

# Test Plans

<b>Title</b>	Enemy Glitch	
<b>Owner Of Test</b>	Yadel Negash	
<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	
<b>Test Steps</b>	<b>Expected Result</b>	<b>Final Result</b>
1. Open the game and press the spacebar to start game	The game should open properly without any problems	<b>Untested</b>
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	<b>untested</b>
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 is goes back the enemy bug should be at the bottom of the stairs	<b>untested</b>

<b>Title</b>	Avatar Options	
<b>Owner Of Test</b>	Yadel Negash	
<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	

Test Steps	Expected Result	Final Result
1. Open game and locate the the avatar options menu	The game should open properly without any problems to the menu page	Untested
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	Untested
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	Untested

Title	Environment Interaction	
Owner Of Test	Samantha Spinner	
Name of Tester	?????	
Test Date	?????	
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.	Untested
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.	Untested
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	Untested

	interact with.	
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<b>Title</b>	Main Menu Options	
<b>Owner Of Test</b>	Samantha Spinner	
<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	
<b>Test Steps</b>	<b>Expected Result</b>	<b>Final Result</b>

<b>Title</b>	Levels	
<b>Owner Of Test</b>	DeQwon Bentley	
<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	
<b>Test Steps</b>	<b>Expected Result</b>	<b>Final Result</b>
1. Play the first level	User plays the game normally, gets to end of level	
2. Once the first level is completed second level should auto start	The application loads into next level	
3. Play second level, repeat for multiple levels	User plays the game with newly generated level, different enemies, etc.	

<b>Title</b>	Arrow Keys	
<b>Owner Of Test</b>	DeQwon Bentley	

<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	
<b>Test Steps</b>	<b>Expected Result</b>	<b>Final Result</b>

<b>Title</b>	Arrow Keys	
<b>Owner Of Test</b>	Madison Badalamente	
<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	
<b>Test Steps</b>	<b>Expected Result</b>	<b>Final Result</b>
1. Begin gameplay moving in one direction.	The key should allow the player to move in the desired direction.	Untested
2. Hold down on the right key and then press on the left	The avatars direction should not override. *****	Untested
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.	Untested

<b>Title</b>	Pause	
<b>Owner Of Test</b>	Madison Badalamente	
<b>Name of Tester</b>	?????	
<b>Test Date</b>	?????	

Test Steps	Expected Result	Final Result