

CENG453 TERM PROJECT CLIENT USER CASE TEST AND GAME TUTORIAL

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1. Introduction

First of all, game simply has two kinds of aliens named “Plekumats” and “Boss_Plekumats”. As we can understand from their names, Plekumats are weaker and smaller than Boss_Plekumats. They have different firing mechanisms which are explained in comments.

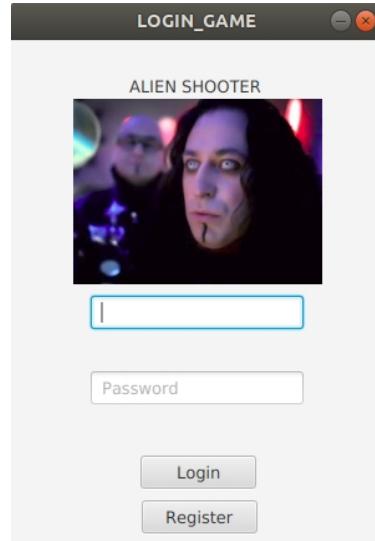
Secondly, we have a player, player is fires using “Space” and moves on the game pane using “Up-Down-Left-Right” buttons. Player moves are different from aliens since it floats on the game pane.

Thirdly, we have four kind of bullets named “Player_Bullet”, “Plekumat_Bullet”, “Bos_Plekumat_Bullet” and “Izmit_Pismaniye”. The last bullet “Izmit_Pismaniye” is actually a good bullet to be shot. It is the core of the game right now, when a player catches a pismaniye, it receives an upgrade and its weapon becomes stronger, so it is essential to eat some pismaniyes when we play in higher levels. However, when we are shot by a “Boss_Plekumat_Bullet” then we lose some of the weapon upgrades. So we need to be careful for that.

2. Testing the Game

2.1.Login and Register

In order to login to the mainmenu we need an account, if we do not already have an account we need to register to the game. When we enter the game, we see this page;

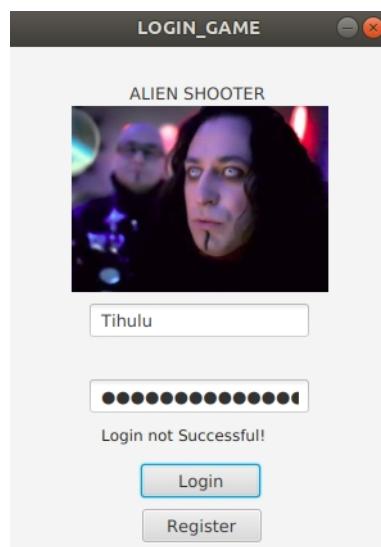


We first to enter a player and a password which does not exist and click on login. For example;

username: "Tihulu"

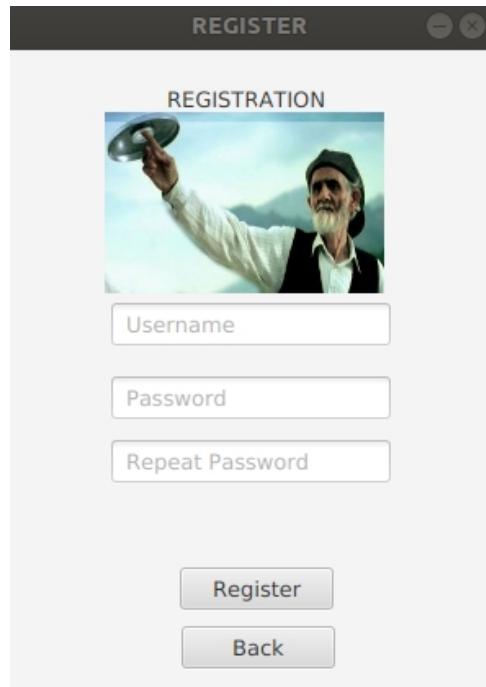
password: "kimsinsen"

we get this;

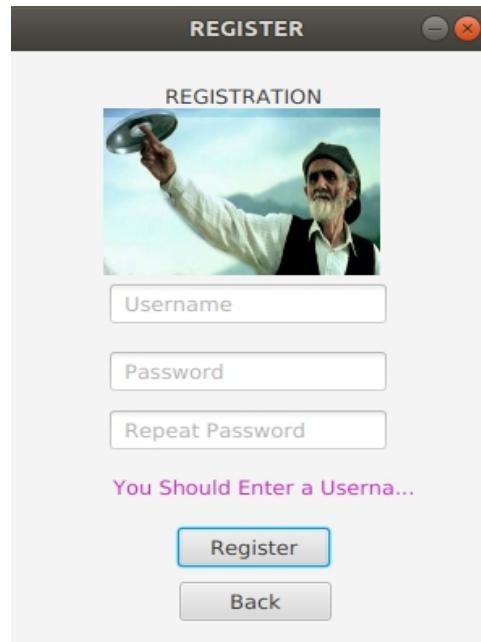


So we have to create the user : "Tihulu"

We click on register for that and we get this page, we should see the innocent villager who saw a UFO;



We first try to register without any input, lets see what happens.

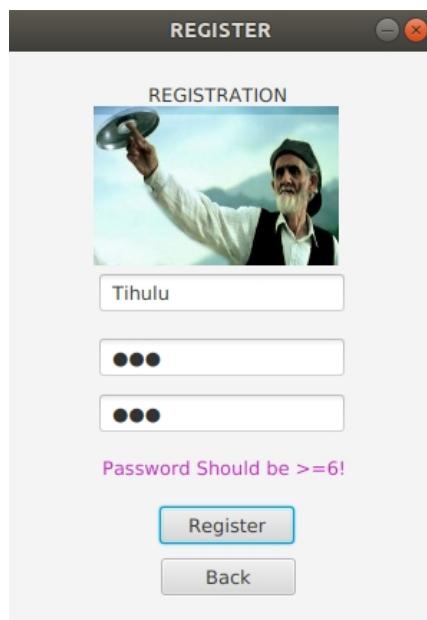


It wants us to fill the fields.

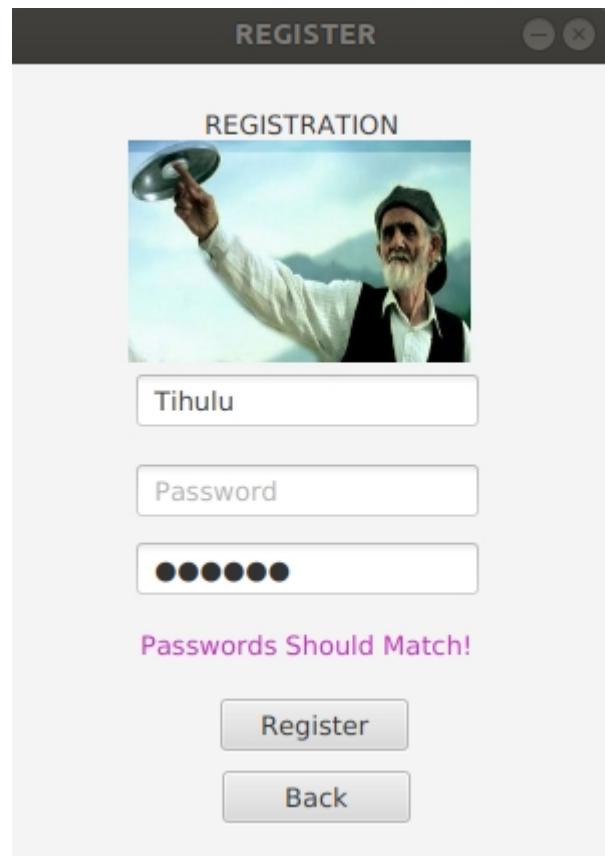
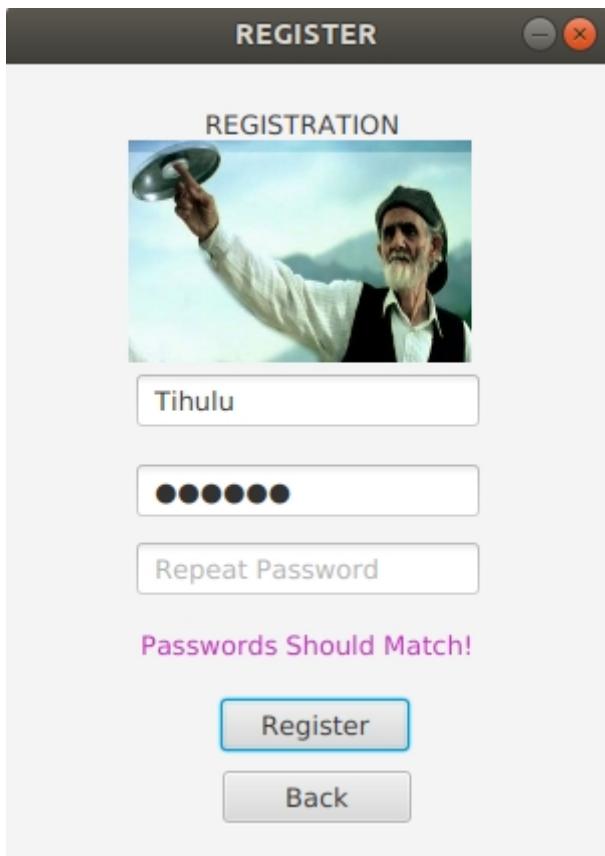
So now lets only write a username and leave password fields blank;



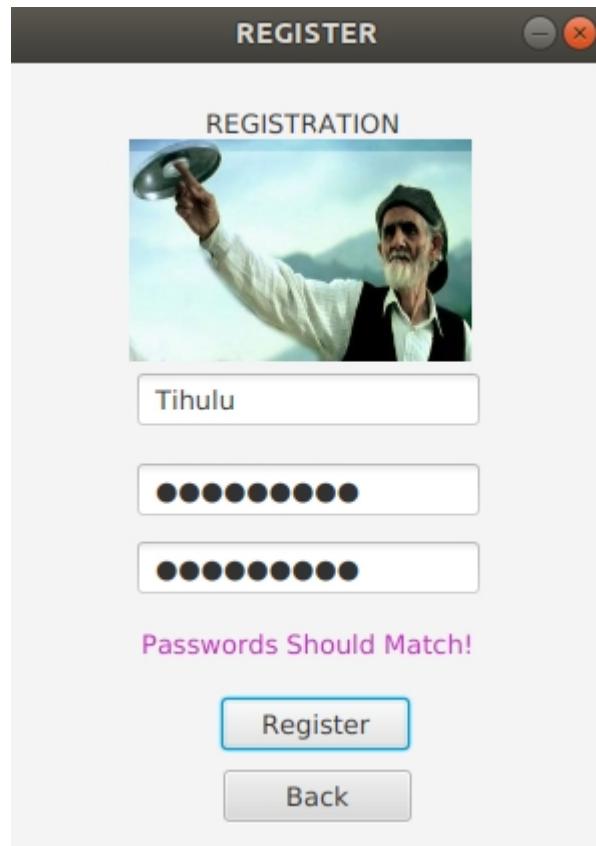
Now lets try to put a password which is shorter than 6 characters;



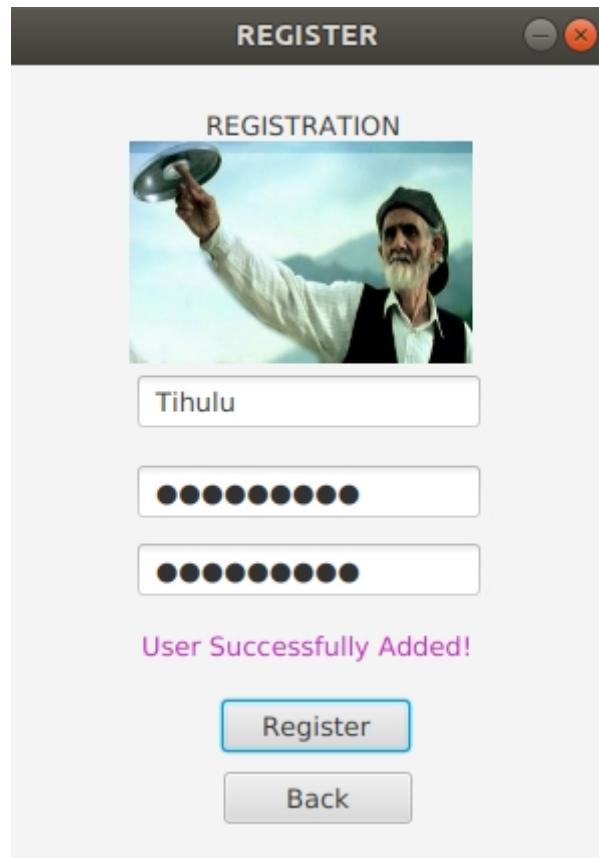
Lets only fill one of registration texts and click on login;



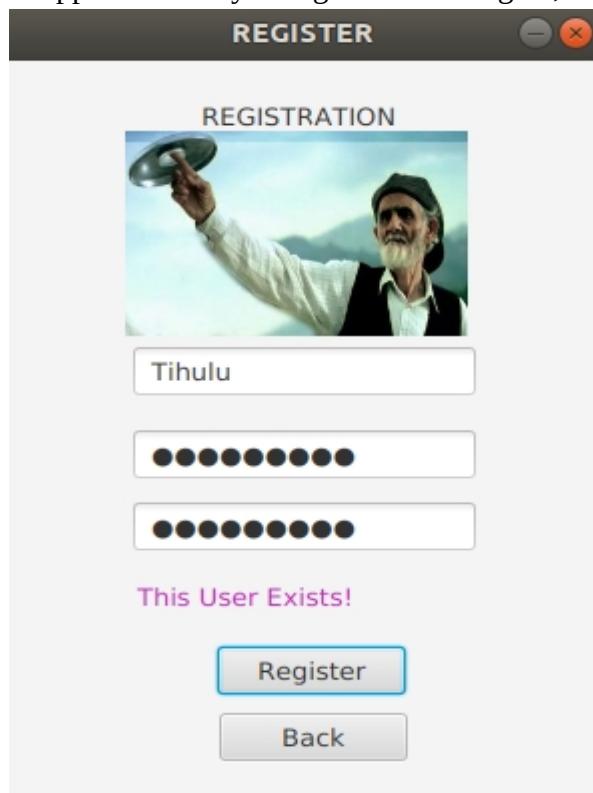
Now lets put a password longer than 6 characters but they do not match;



Now lets put an appropriate password and try to register, password is “kimsinsen”;

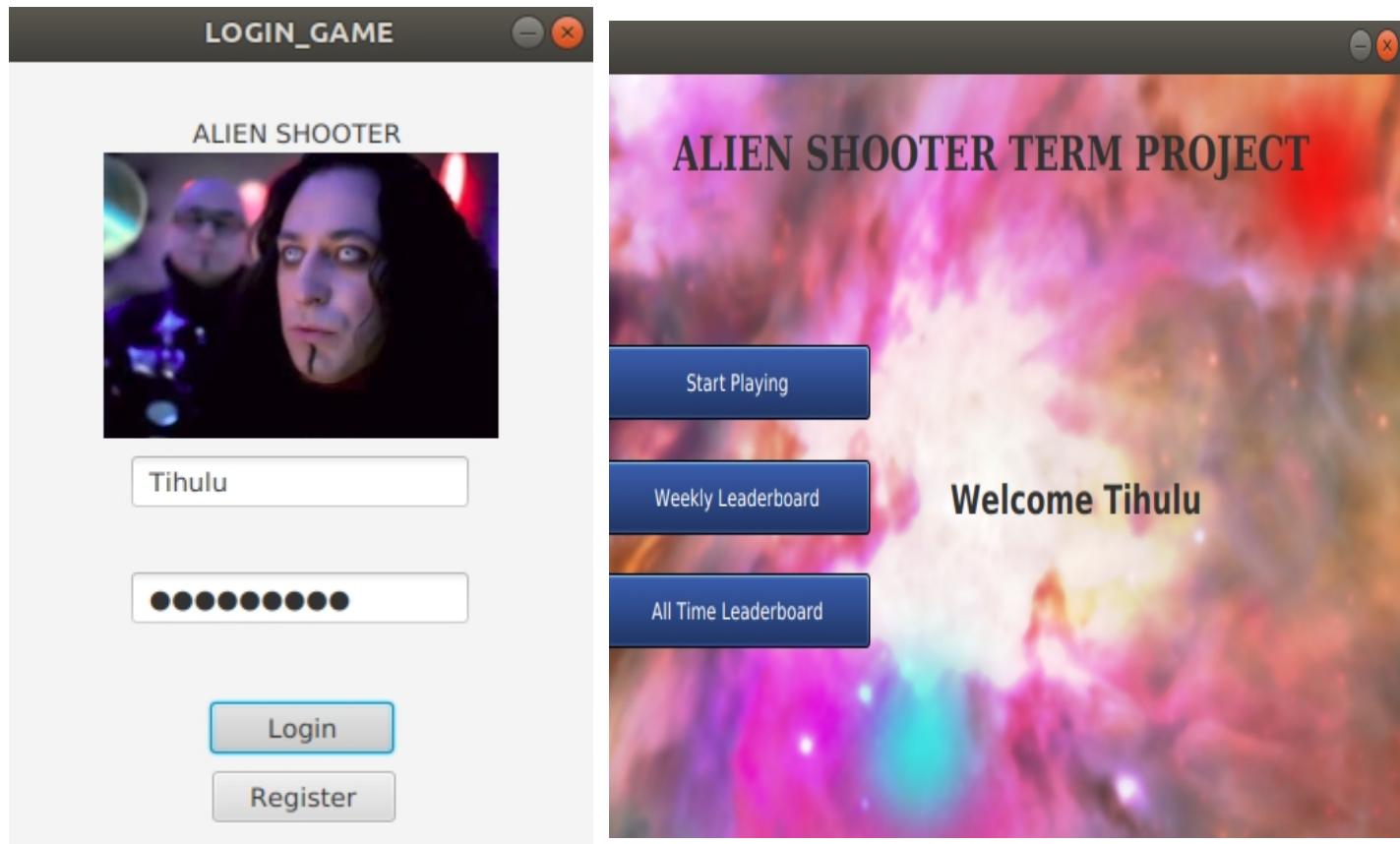


So we added tihulu, what happens if we try to register Tihulu again;



It warns us that user Tihulu exists.

Now lets turn back and go to the login page, now lets enter username: “Tihulu” and password: “kimsinsen”;



After entering right username and password, we enter to mainmenu.

2.2.Mainmenu Operations

We have three buttons, two moving balls, a title and welcome message in mainmenu.

We first try to see weekly leaderboard and all time leaderboard and click on the buttons;



A screenshot of a computer window titled "ALIEN SHOOTER WEEKLY LEADERBOARD". The background is a dark space scene with stars and nebulae. The table has three columns: ID, Username, and Score. The data is as follows:

ID	Username	Score
1	Koksal_Baba	1655
21	Kullanici	1026
22	mehtapdere	410



A screenshot of a computer window titled "ALIEN SHOOTER ALL TIME LEADERBOARD". The background is a dark space scene with stars and nebulae. The table has three columns: ID, Username, and Score. The data is as follows:

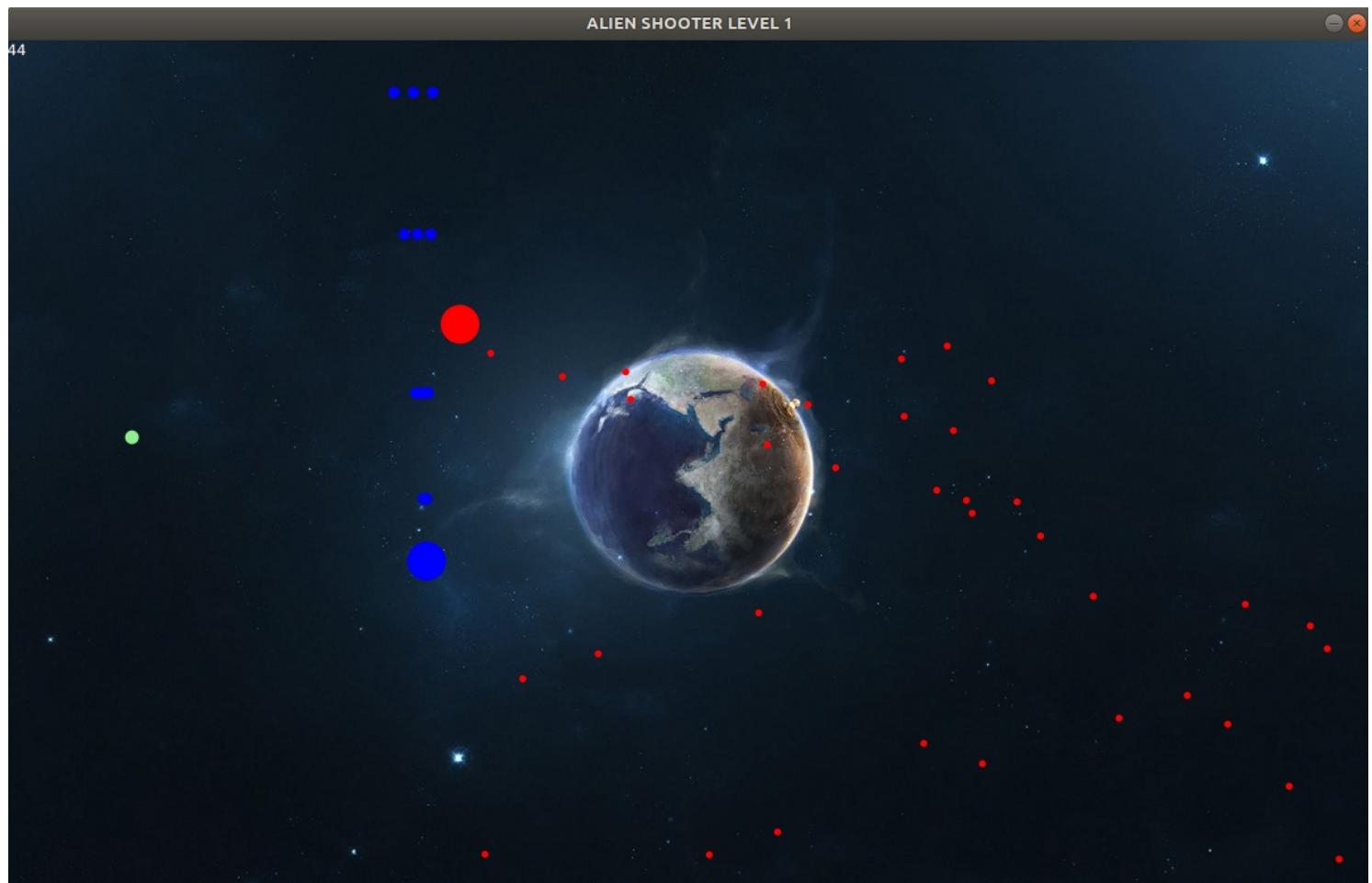
ID	Username	Score
1	Koksal_Baba	1655
21	Kullanici	1026
5	Husnu_Coban	500
22	mehtapdere	410
4	Osman_Aga	400
3	Cayci_Kenan	300
2	Obayana	200

In these tables, by clicking on columns we can sort them according to them.

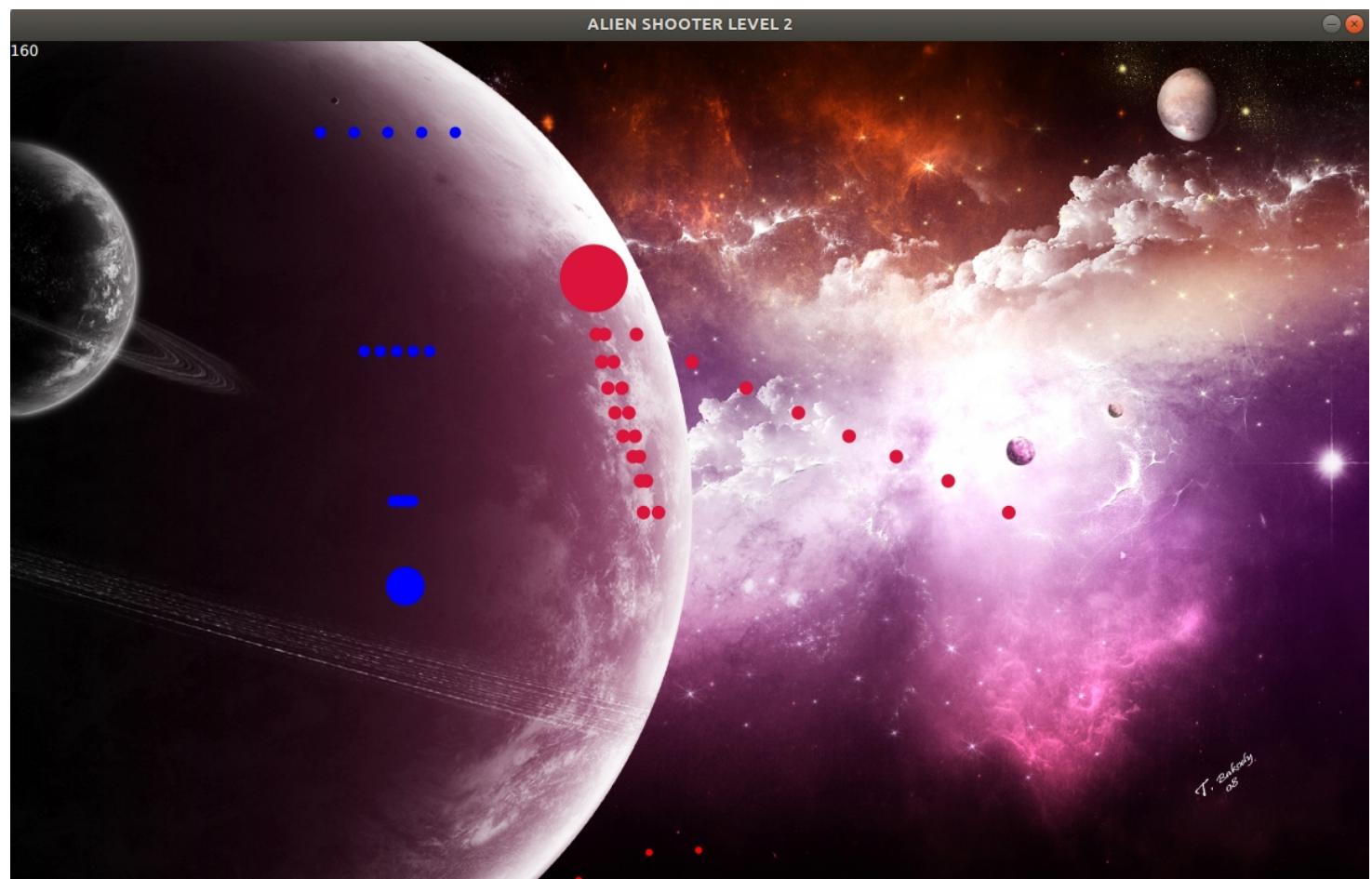
Now let's start playing the game by clicking on Start Playing;

We have 4 levels for now, 4th level is going to be multiplayer in the future. In each level, we have to kill all the aliens coming. After that, we are proceed into the other level. After each level, our score is updated. Score is written in the top left of the screen.

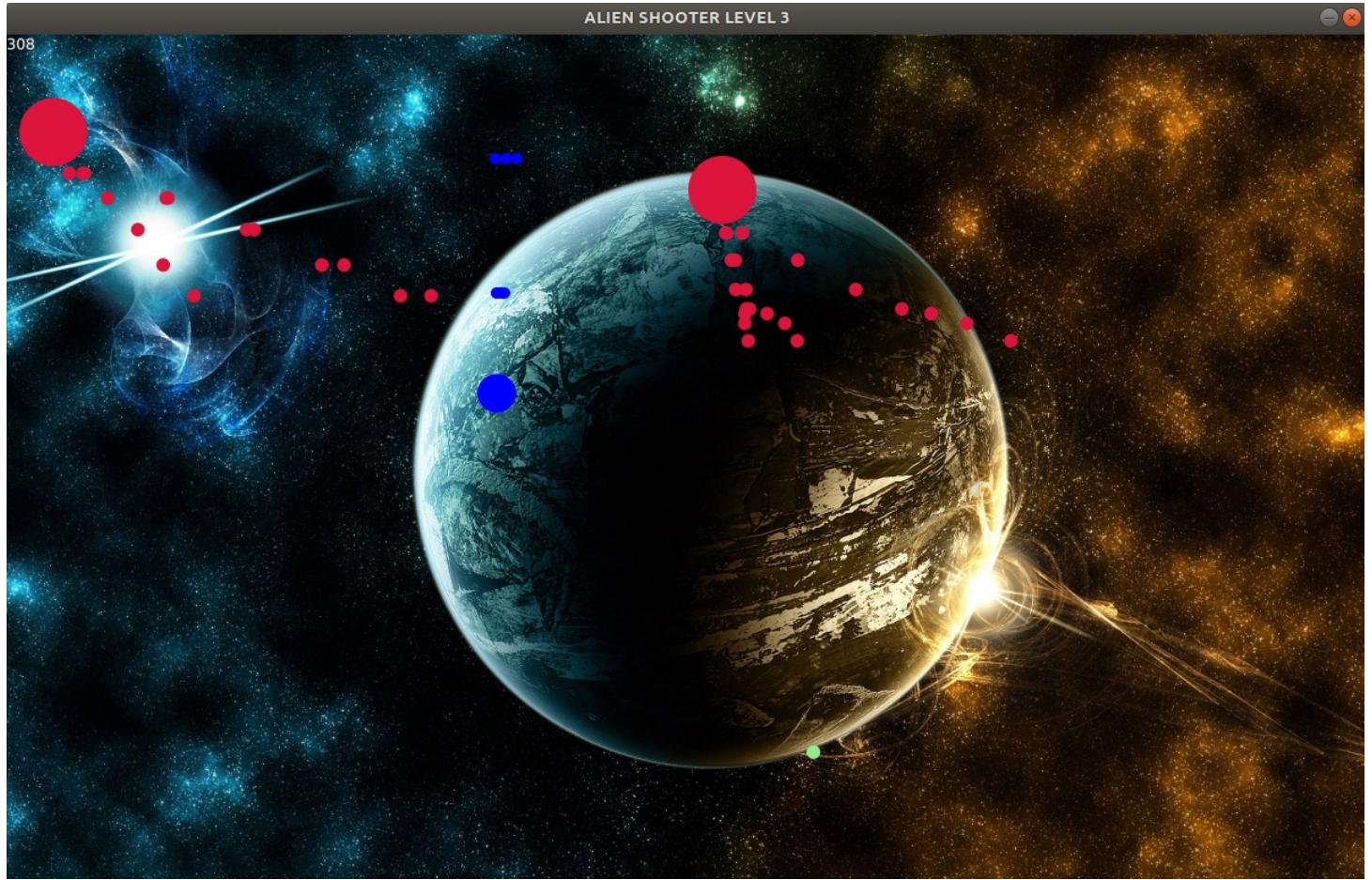
1st level;



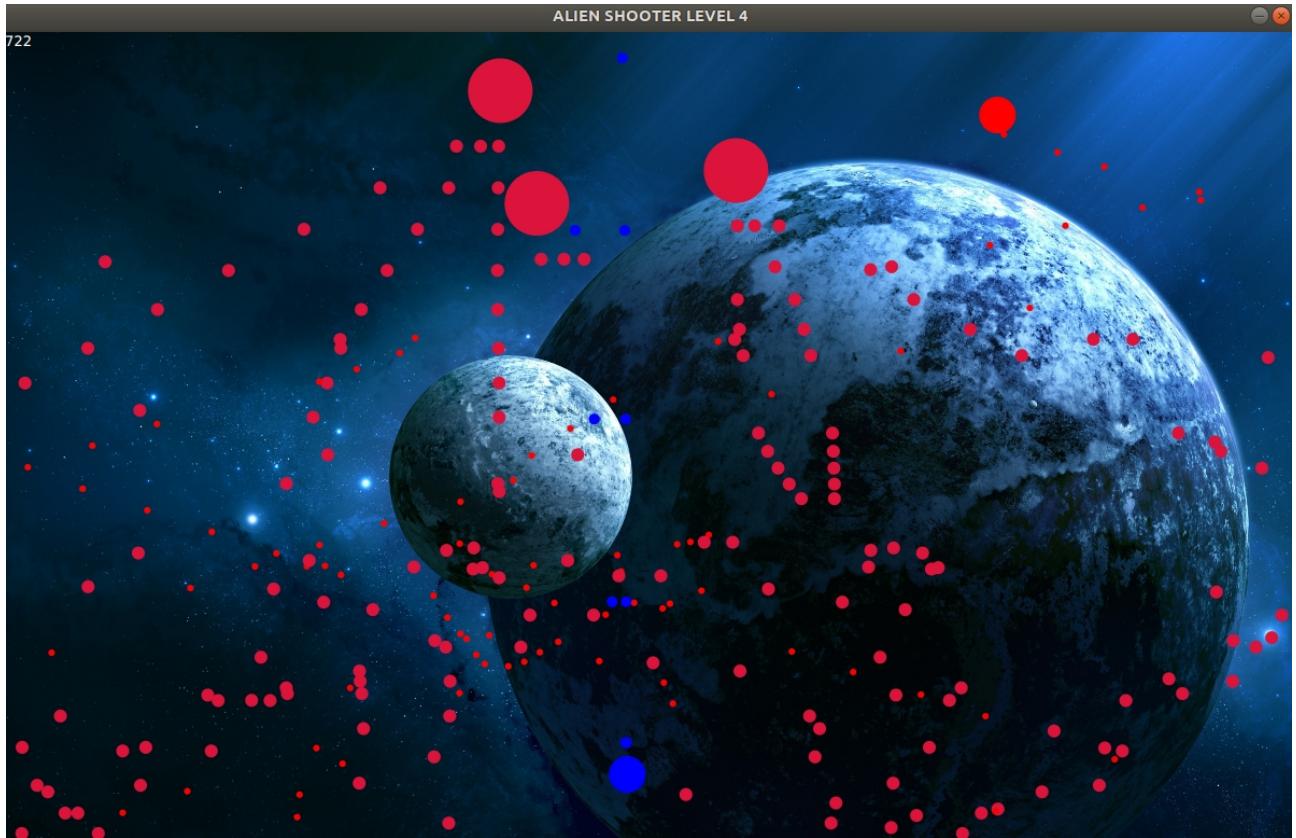
2nd level;



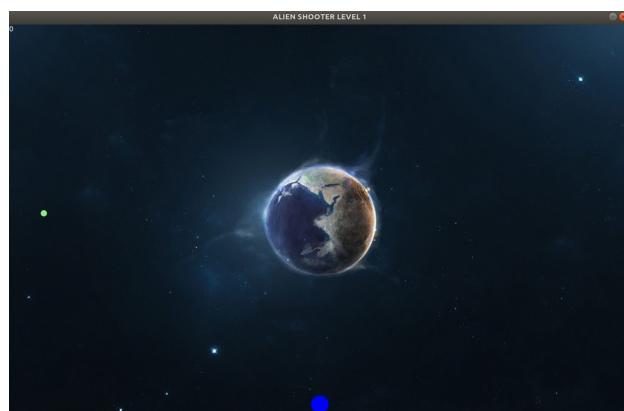
3rd level



4th level



I died when I was playing 4th level. And I clicked on “R” to restart the game. Screen faded, my score became 0 and 1st level started again.



And lastly, we check the scoreboards and see what “Tihulu” has;

ID	Username	Score
1	Koksal_Baba	1655
21	Kullanici	1026
22	mehtapdere	410
23	Tihulu	398

ID	Username	Score
1	Koksal_Baba	1655
21	Kullanici	1026
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22	mehtapdere	410
4	Osman_Aga	400
23	Tihulu	398
3	Cayci_Kenan	300
2	Obayana	200

It is seen that Tihulu's score in 4th level is not counted since he died. So score is only updated when you finish the level.

3.Conclusion and Some issues About the Game

Right now, nothing happens when we finish the 4th level since it is not really implemented in this phase right now, we plan to redirect the user to mainmenu after 4th level is finished.

Lastly, about the game, it gets very hard if player does not try to catch pismaniyes. Right now, it is recommended for players to catch pismaniyes whenever it is seen. Its upgrade is going to make game easier for the player. Pismaniyes also fullfill the health of player. In the game, healthbar is not added to make game more intense for the player.