

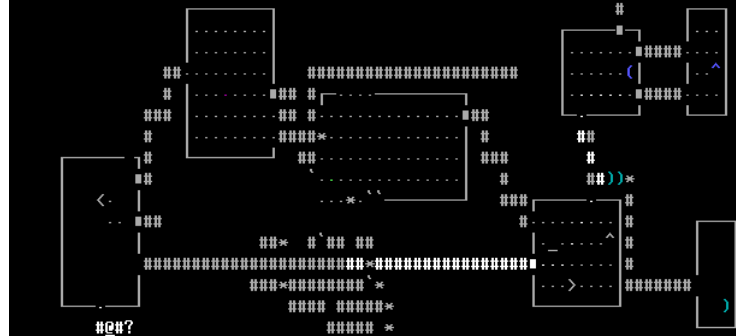
# STV Project, PART 1

*Course Software Testing & Verification*

*2023/24*

# Rogue / Nethack

Your scroll called Teleportation glows with a black aura.



Ellasar the Arandur St:18/19 Dx:12 Co:16 In:14 Wi:14 Ch:9 Lawful S:324941  
Dlvl:25 G:1773 HP:110(110) Pw:77(77) AC:-15 Xp:14/123404 T:35794 Hungry



# STV Rogue

- Single player
- Turn-based (so... not real time)
- Console-based application

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Welcome stranger...

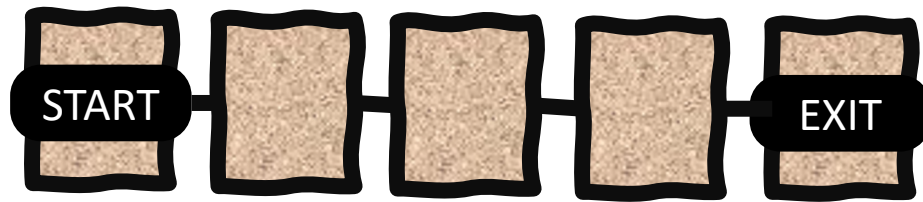
You are in the room R0. It is dark, and it feels dangerous...

There are corridors leading to rooms R1 and R2.

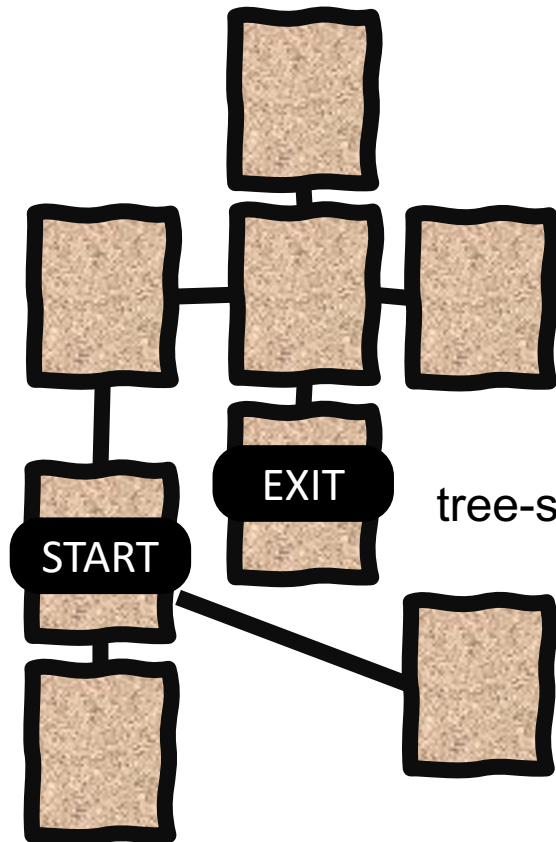
Your action: Move(m) | Pick-item(p) | Do-nothing(SPACE) | Quit(q)

Attack(a) | Flee(f) | Use-item(u)

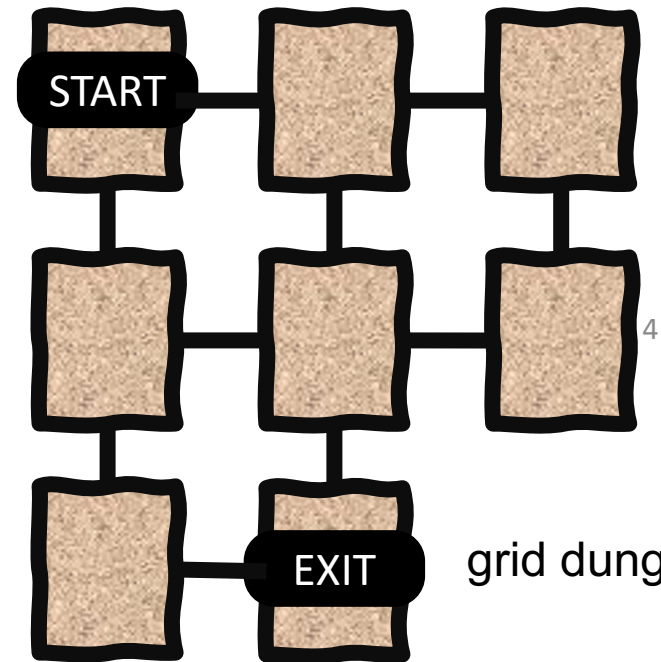
# STV Rogue: played on a dungeon



linear dungeon

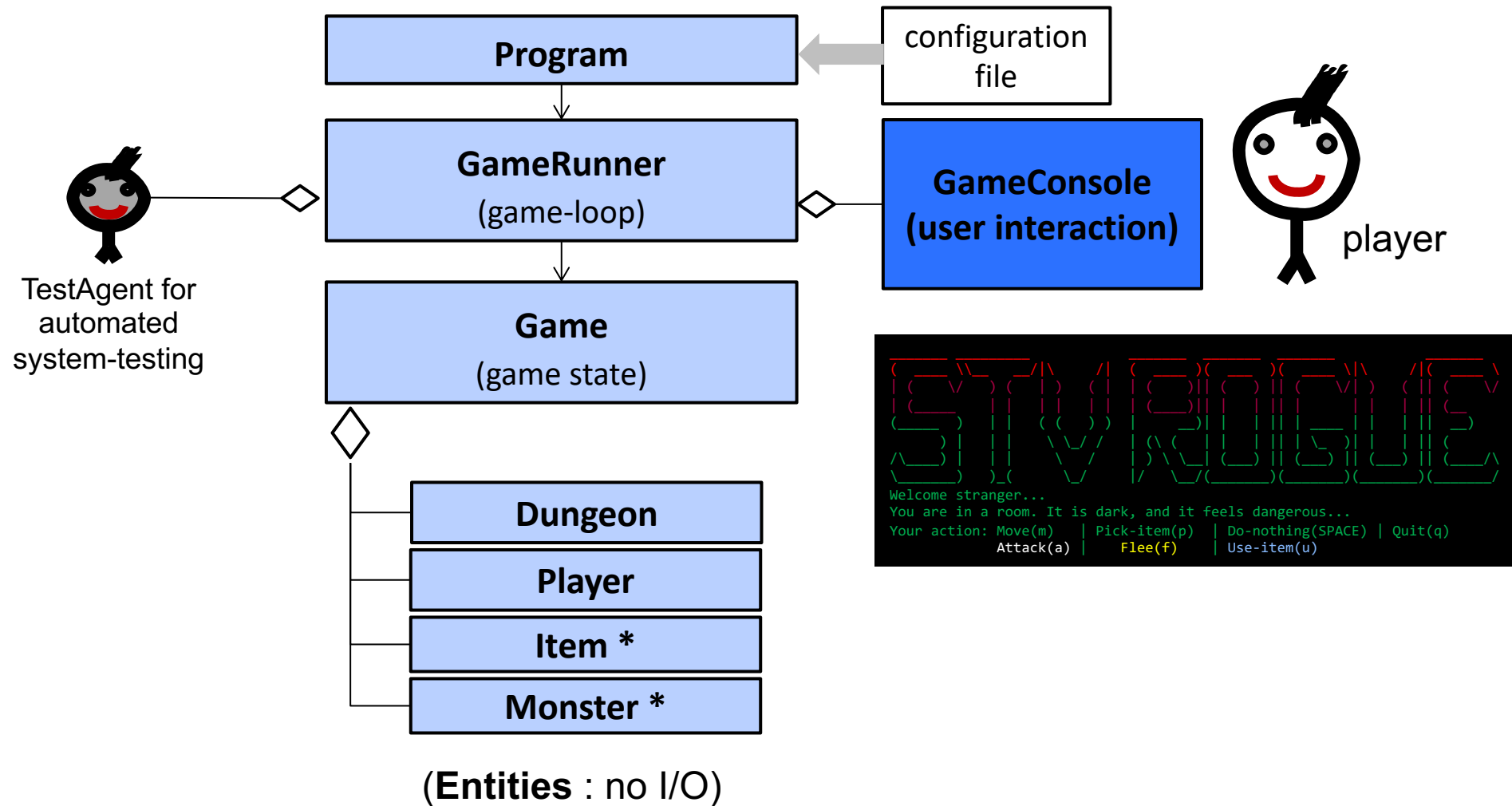


tree-shaped dungeon



grid dungeon

# Architecture



# Goals

- Development of the game logic and unit testing.
- Deliver a working game.
- System-level testing.
- Stick with simple user interface!
- Deliverables:
  - Implementation + unit testing + basic system-testing + report (9 pt)
  - Optional: stronger system-testing (1pt)

# Other things

- Team size 3
- Team registration in MSTeam: General > Files > “TEAMS registration.xlsx”

Do it today. If you don't have a team, put your name in the “looking for team” column; we will put you in a team.