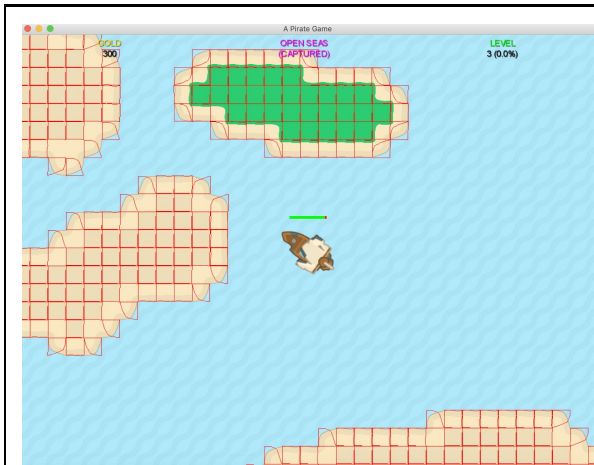


Black box Testing

Test ID	Description	Req ID	Expected result	Actual result	Status	Action taken
1	Click the .exe	3.1	Game should run	The game ran perfectly	Pass	None
						
2	Start screen loads correctly	3.1	Game should load	The game loads straight into the gameplay as the menu has not yet been implemented - So screenshot same as above	Fail	Implement this feature in a later update to our game
3	Click the exit button	3.2	Game should close	Game closes correctly	Pass	None
						
4	Click the preferences	3.2	Preferences window should open	Again this menu has	Fail	Implement this feature in

	button			not been implemented as we focused more on the gameplay of the game as this was most important		a later update to our game
5	Click the play button	3.2, 2.17	Game should start and load the tutorial set on a flooded university campus. An option to skip appears	Menu has not been implemented so the play button does not exist	Fail	Implement this feature in a later update to our game
6	Pressing 'Up'/'W'	2.2, 2.18	Player should start accelerating up	The player moves up as expected	Pass	None
						
7	Pressing 'Down'/'S'	2.2, 2.18	Player should start decelerating	The player does decelerate as expected (Can be seen by the small water trails in the screenshot)	Pass	None

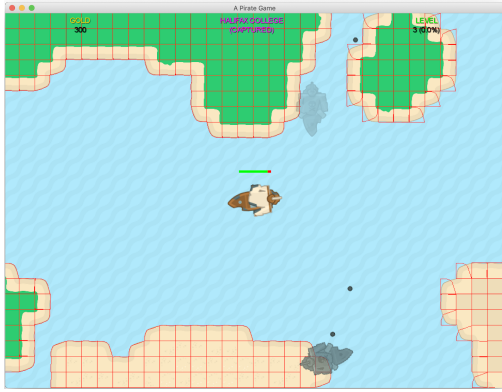
						
8	Pressing 'Right'/'D'	2.2, 2.18	Player should start turning clockwise	Worked as we expected	Pass	None
						
9	Pressing 'Left'/'A'	2.2, 2.18	Player should start turning anticlockwise	Worked as we expected	Pass	None



10	Left click mouse while still	2.3	Player should shoot in the direction of the cursor	The player shoots and in the direction of the cursor	Pass	None
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11	Left click mouse while moving	2.3, 2.18	The speed of the cannonball should vary depending on speed and the direction of the shot and should still shoot in the direction of the cursor	The cannonball's speed does change depending on the speed and direction so works as expected	Pass	None
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12

Shot hitting enemy

2.3

Enemy should take damage when hit

Enemy's do take damage when hit

Pass

None



13

Shot hitting player





2.3

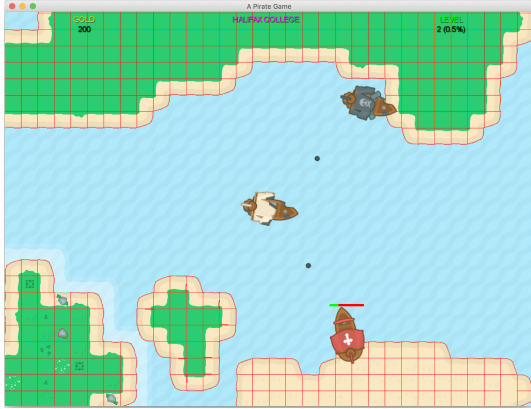
Players health should deplete

The players health does deplete

Pass

None

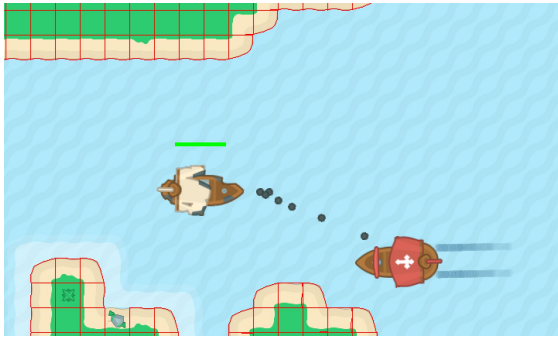
			
14	Enemy's health reaching 0	2.3, 2.10,2 .11, 2.6	Enemy should explode and leave behind some loot + XP The enemy does explode and disappear but the gold and xp are automatically given to the player instead Pass - as this is how we decided to do it None
			
15	Players health reaches 0	2.3, 2.6	Player should explode and game should restart When the player dies they don't explode and they remain in the game Fail The code will be updated to fix this issue



15.1	Players health reaches 0	2.3, 2.6	Player should explode and game should restart	Player dies and the game reset	Pass	
16	The player moves into close proximity of the enemy ship	2.3, 2.19	Enemy ship should start moving alongside the player and engaging in combat	The enemy engage in combat as we expected	Pass	None



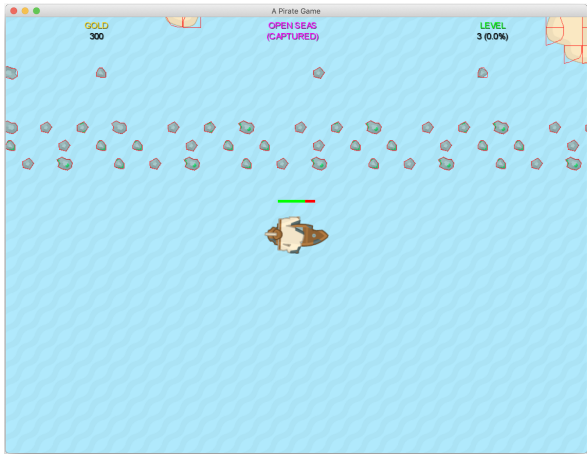
17	AI tracks the player	2.19	When outside the 'radius' the AI should head towards the player then when in this range the AI should travel alongside the player	The AI does move closer to the player and starts attacking	Pass	None
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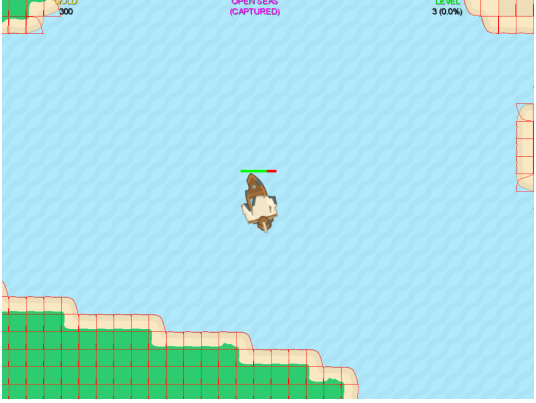

18	Enemy and player collide	2.18	Both the player and enemy should take damage and be stopped	Collisions have not yet been implemented so the boats currently move through each other	Fail	The collisions will be updated to the different ships do collide
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18.1	Enemy and player collide	2.18	Both the player and enemy should take damage and be stopped	Boats bounce in opposite directions and take damage	Pass	
19	Reaching map boundary	2.18	Player is stopped and not allowed to proceed further	The player can escape the boundary and get out of the map	Fail	Again, the collision issues will be fixed prior to the deadline



19.1	Reaching map boundary	2.18	Player is stopped and not allowed to proceed further	Player bounces off rocks on edge of map making it impossible to proceed	Pass	Again, the collision issues will be fixed prior to the deadline
20	Player collides with land	2.18	Player is stopped and rebounded whilst taking damage	Sometimes the player is rebounded but most of the time the player can get through the land	Fail	Collision issues will be fixed prior to the deadline
20.1	Player collides with land	2.18	Player is stopped and rebounded whilst taking damage	Boat is rebounded back from the land	Pass	

21	The player should always be visible on the screen	3.2	Overhead camera follows the player's movement	Wherever you go the player is always in the centre of the screen and viewed from the top	Pass	None
						
22	Pressing the 'M' key	2.15	The game should zoom out to reveal a full view of the map	The view is zoomed out as expected	Pass	None
						
23	The player encounters a friendly NPC	2.8	The NPC should not attack the player and a dialog should begin	NPC's have not been implemented therefor they can't be tested	Fail	Implement this feature in a later update to our game
24	The player defeats all members of the	2,5, 2.12	All enemies in that college should become friendly and non	Also not been implemented into our	Fail	Implement this feature in a later update to our

	enemy college		aggressive	game		game
25	The player opens the shop to purchase upgrades	2.13	A menu should open detailing the possible upgrades to the players ship	Shop and menu not yet in the game	Fail	Implement this feature in a later update to our game
26	The player purchases an upgrade	2.13	The players stats are altered and money is taken from the player	Upgrades not yet in our version of the game	Fail	Implement this feature in a later update to our game
27	The player enters the gambling area	2.14	A menu should open giving the player the opportunity to gamble their gold	Not yet implemented	Fail	Implement this feature in a later update to our game
28	The player picks up an item	2.16	The item should be equipped and the players stats should be altered	Not yet implemented	Fail	Implement this feature in a later update to our game
29	The player picks up gold	2.11	The Gold should disappear from the ground and be added to the players total	Not yet implemented	Fail	Implement this feature in a later update to our game
30	AI shoots at the player	2.19	The player should lose health as a result of being hit and the AI should shoot in the direction of the player	AI accurately shoots at the player when in contact and player takes damage	Pass	