

Testing Evidence:

Function tests:

Test ID	Related Requirement	Description	Pass/Fail	Additional info
R1	A1.1	When a player defeats a ship they are rewarded	P	With gold and points
R2	A1.2	The player has encounters in sailing mode	P	
R3	A1.3	There is a reasonable cost to travelling	P	It takes supplies, but not so much they instantly lose or that travelling becomes trivial
R4	A2.1	The player can spend resources	P	They can buy upgrades with gold
R5	A2.2	There is a main objective	P	To complete all the tasks given by the college
R6	A2.3	There is a playable minigame	F	Not yet implemented
R7	A2.4	There is a way to lose the game	P	Running out of supplies or health
R8	A2.5	The player can attack land bound objects like colleges or departments	P	
R9	A2.6	There are at least 5 colleges and 3 departments	F	There are only 2 departments and 3 colleges, the rest aren't yet implemented
R10	A2.7	The player can earn points	P	By defeating ships and completing tasks
R11	A2.8	There is both a sailing and combat mode	P	
R12	A3.1	The player does not have the final objective available to them immediately	F	A final objective has not yet been implemented
R13	A4.1	The game must be enjoyable for the user (enjoyment survey given to new	P	6.6/10 avg score for enjoyability, which is

		players)		better than halfway though not amazing. So this is a Pass, but with room for improvement
R14	A4.2	Game session should last a reasonable amount of time, 5 minutes <= game time <= 30 minutes, assuming no failures	F	Out of the 5 players we tested, 3 took less than 5 minutes to finish the game. But much of the game has not yet been implemented
R15	A4.3	Game must be intuitive to use (is the user frequently confused or does the wrong action?)	P	% players tested had a confusion, but as they were relatively minor, singular occurrences and quickly over we decided it does not count as 'frequently confused'
R16	B1.1	There is a way to guide the player	P	There is a user manual provided
R17	B1.2	Engaging in combat switches to combat mode	P	
R18	B1.3	Moving uses resources	P	
R19	B1.4	Colleges and departments are given a location on the map when the game starts	P	
R20	B1.5	The game ends when the players health is 0	P	
R21	B1.6	The shop displays contents and allows purchases	P	
R22	B1.7	Successful encounters give the player gold and points	P	
R23	B1.8	When the player runs out of resources to travel the game ends	P	
R24	B2.1	The game includes a virtual currency (gold)	P	
R25	B2.2	Access to final boss location is blocked before criteria have been reached	F	Final boss and final boss location have not yet been implemented

R26	B2.3	There is a minigame which rewards the player	F	The minigame has not yet been implemented
R27	B2.4	The game should always display ship statistics such as health, while in the main game	P	
R28	B3.1	The player cannot spend more money/resources than they have	P	
R29	B4.1	There are responsive controls (no more than 0.5 seconds between an input and response)	P	
R30	B4.2	The user interface is intuitive (The user is able to play the game without making the wrong move)	P	Of those we observed playing the game, none we saw made wrong moves
R31	B4.3	It is appropriate to play on open games (There is no visible violence and no negative reference to the university or university staff)	P	
R32	C1	The game must be completed and delivered by 1/5/2018 and has milestones at 21/1/2019 and 18/2/2019	P	The 2nd assessment is handed in before the 21/1/2019 but it is impossible to say whether future milestones will be reached
R33	C2	The game must not crash during any more than 1 in every 15 instances	P	We have played the game to completion more than 15 times and it has not crashed once
R34	C3	The game must run on windows	P	
R35	C4	The game must not contain copyrighted material	P	

Unit Tests:

Test ID	Test Name	Description	Pass /Fail	Additional Info
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U1	testMapColleges	Test that when making a node map, colleges are created correct	P	
U2	testMapDepartments	Test that when making a node map, departments are created correctly	P	
U3	testShipHealth	Test that the ship health default is working	P	
U4	testShipMana	Test that the ship mana default is working	P	
U5	testShipManaRegen	Test that the ship mana regen default is working	P	
U6	testShipPoints	Test that the ship point default is working	P	
U7	testShipGold	Test that the ship gold default is working	P	
U8	testShipName	Test that the ship name default is working	P	
U9	testPlayerName	Test that when creating a Player, the name is correctly set	P	
U10	testPlayerCollege	Test that when creating a Player, the college is correctly set	P	
U11	testCardManaCost	Test that when creating a card, the mana cost is correctly set	P	
U12	testCardGoldCost	Test that when creating a card, the gold cost is correctly set	P	
U13	testCardEffect	Test that when creating a card, the effect is correct set	P	
U14	testEncounterScore	Test that when creating an encounter, the score gained from beating it is correctly set	P	
U15	testEncounterEffects	Test that when creating an encounter, the effects are correct set	P	
U16	testEncounterDescription	Test that when creating an encounter, the description	P	

		when in it is correctly set		
U17	testBattleDamage	Test that taking damage in battle will correctly deal the right amount of damage	P	
U18	testGameOver	Test that when a ship takes enough damage in battle, the game is lost	P	
U19	testManaCost	Test that mana can be correctly changed when in a battle	P	
U20	testPlayCard	Tests that playing a card costs the right amount of mana and deals the correct amount of damage	P	
U21	testNodeTraverse	Tests that you can move nodes, and when you do move nodes you move to the right one	P	
U22	testGameLossSupplies	Tests that you can lose supplies, and that is you go below 0 supplies you lose	P	
U23	testGameLossHealth	Tests that if you go below 0 health in the sailing mode you lose the game	P	Different from the earlier health loss test, as this one applies to sailing mode and the other applies to battle mode
U24	testGameWin	Tests that you can increase score, and win by completing all the objectives	P	

▼ ✓ Test Results	45 ms
▼ ✓ Testing	45 ms
✓ testMapColleges()	23 ms
✓ testPlayCard()	3 ms
✓ testGameLossSupplies()	3 ms
✓ testGameWin()	2 ms
✓ testMapDepartments()	2 ms
✓ testBattleDamage()	1 ms
✓ testAdd()	1 ms
✓ testGameLossHealth()	1 ms
✓ testGameOver()	1 ms
✓ testCardGoldCost()	1 ms
✓ testEncounterEffects()	1 ms
✓ testShipMana()	1 ms
✓ testShipName()	1 ms
✓ testShipHealth()	1 ms
✓ testShipPoints()	1 ms
✓ testPlayerName()	1 ms
✓ testNodeTraverse()	1 ms
✓ testCardEffect()	
✓ testEncounterScore()	
✓ testEncounterDescription()	
✓ testShipManaRegen()	
✓ testShipGold()	
✓ testManaCost()	
✓ testPlayerCollege()	
✓ testCardManaCost()	