Test – Team Britney; Christian Calhoun, Drew Dorris, Victoria Dixon, Micah Crawford, Dawson Busby, John Milhorn, Raj Patel

Test cases against battleship

1-9 (Drew/Christian/Micah)

* Verify that pressing the space bar spawns a missile (if less than 5 missiles).
* Verify that right clicking spawns a missile (if less than 5 missiles).
* Verify that other inputs do not spawn a missile.
* Verify that holding the space bar doesn’t create more than one missile.
* Verify that pressing the space bar and right clicking at the same time does not go over the limit of 5 missiles.
* Verify that pressing the space bar more than 5 times does not spawn more than 5 missiles.
* Verify that a missile that has gone off the screen is removed from the game.
* Verify that missile speed does not change.
* Verify that a missile initialization always starts at the center of the bottom of the screen.
* Verify the missiles launched in initialization all have the same constant direction

11-14 (Drew/Christian/Micah)

* Verify that a missile will impact a ship.
* Verify that an explosion happens where the missile strikes the ship, in the same box.
* Verify that a missile will be removed if it hits a ship.
* Verify that the hit counter increases correctly with each impact.

16-20 (Dawson)

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| --- | --- |
| TEST CASE | Check Box |
| Does the solution support ships launched by the solution? |  |
| Does the solution initiate a ship launch when the system detects there are no active ships? |  |
| Does the solution support multiple types of ships based on a configurable value?  *(Configuration table to display a certain type of image, maybe change value to see if image changes)* |  |
| Does the solution display the appropriate image based on the type of ship when the ship is active? |  |
| Does the solution randomly initiate a ship launch based on a configurable rate where the default is 30% of the time? |  |

21-24 (Raj)

* Verify that the solution allows all ship types to have equal chances when launch is initiated.
* When the game is launched there should be no more than 10 ships displayed on the screen.
* Verify that the randomizer is launching the ships at different locations.
* The ships are only allowed from two sides, left and right. Are they launching from those sides?

25-28 (John)

* When testing out when the ship is launched from a row, make sure there are only random chances to where it launches, not predictable chances.
* Verify that if a ship is a certain size that its assigned speed is on par with the size of the ship, making sure a big ship is not fast and a small ship is not slow. What ships are considered fast, and which ones are considered slow?
* Verify that when a ship is launched, it is going in the right direction, rather than going the opposite direction. If launched from the left, it must be going left to right, not right to left.
* Verify that if a ship goes off the screen, it is no longer active on the battlefield. Is it able to be attacked or attack?

30-33 (Victoria)

* When the hit counter is equal to 10 from the user hitting ships with missiles by using either the space bar or right clicking, the game ends. Test case is during game.
* When the user clicks the left mouse button, the game ends.
* When user clicks esc, the game ends.
* If the missile timer goes over five minutes without a missile being launched, the game ends.