# Test Document

## AI

-creeps

-attacking

-pathing

-dying

-towers

-attacking

-dying

-castle

-dying

|  |  |  |  |
| --- | --- | --- | --- |
| Subject | Tests | Expected result | Our result |
| Creeps | * Attacking | * If the attack hits the target opponent unit, the HP of that unit should be reduced |  |
| * Pathing | * The creeps follow their own path toward the opponent castle |  |
| * Dying | * When the HP of the creep reaches 0, it disappears from the field |  |
| Towers | * Attacking | * The tower should attack when an opponent until comes within the detectable range |  |
| * Dying | * When the HP of the creep reaches 0, it disappears from the field |  |
| Castle | * Dying | * When the HP of the creep reaches 0, it disappears from the field |  |

## Game logic

-killing

-selling

-buy towers

-winning

-losing

-players

|  |  |  |  |
| --- | --- | --- | --- |
| Subject | Tests | Expected result | Our result |
| Units | * Killing | * The HP reaches 0. The unit should disappears and then respawns |  |
| Gameplay | * Selling towers | * The tower should disappear on the field, |  |
| * Buying towers | * When the HP of the creep reaches 0, it disappears from the field |  |
| * Lose | * When the HP of the creep reaches 0, it disappears from the field |  |
| * Win |  |  |

## Networking

-connecting to server

-syncing up

-disconnecting

-lobby

## Graphics

-updates

-draws things

-health bars

-currency

## Control

-movement

-placing creeps

-placing towers

-menus

-lobby

test

steps

what expect

what it did