Battleship Requirements Test Cases

Test Case for requirements 2-4:

Users starts game and presses the right mouse button and space bar. If two missiles are displayed the test passes.

Test Case for requirement 5:

Users starts game and presses the space bar 8 times. If only 5 missiles are displayed, and the missile count variable remains 5 the test passes.

Test Case for requirement 6:

User starts game and presses the space bar twice and click the right mouse button twice. Once all 4 missiles exit the screen if the active variable resets to zero, the test shall pass.

Test Case for requirement 7:

Once user is within the scope of the game environment, launch multiple missiles using the space bar and observe to make sure all are same speed.

Once user is within the scope of the game environment, launch multiple missiles using the right mouse button and observe to make sure all are same speed.

Test Case for requirement 8:

Once user is within the scope of the game environment, click on various parts of the screen, to launch a missile, to still make sure the missile is launched from the middle.

Once the user is within the scope of the game environment, resize the screen to make sure the middle is adjusted to the new screen.

Test Case for requirement 9:

Once the user is within the scope of the game, launch multiple missiles and make sure the missiles are launched vertically up through the screen.

Make sure if launched position is located in a position above the bottom of the screen the missile is launch vertically up, not vertically down.

Test Case for requirement 12:

Once user is within the game, use space bar to initiate a missile. Once the missile “hits” a ship an explosion is displayed to verify that the ship is “hit”.

Once user is within the game, use right mouse button to initiate a missile. Once the missile “hits” a ship an explosion is displayed to verify that the ship is “hit”.

Test Case for requirement 13-14:

Once an explosion is displayed to verify that a ship is indeed hit, remove both ship and missile from the screen.

Once an explosion is displayed to verify that a ship is hit and the missile is removed, update the count variable.

Test Case for requirement 17:

Start a new game a new ship should be launched as there would be no active ships.

Disable spawning besides this method and destroy all current ships this should create a new one.

Test Case for requirement 18:

If there are "boss ships" get to the end of the stage and see if it properly launchs the correct ship.

For the configurable value launch 100 ships and see if the distribution is within standards.

This also confirms that multiple ship types are launching

Test Case for requirement 19:

Have the object names displayed and check to ensure the proper image is being displayed along with the ship name.

Test Case for requirement 20:

Set a timer and wait for x number of ships to be launched then compare with the configurable rate to see if it was within standards.

Test Case for requirement 21:

Part of the 100 ship test case above.

Test Case for requirement 22:

Wait until the maximum number of ships are on the screen then see if any more are launched when it hit the event of ship launch on time.

Test Case for requirement 23:

Header of the below things :)

Test Case for requirement 24:

During the 100 ship launch test see if it launches from both sides of the screen

Test Case for requirement 25:

During the 100 ship launch test ensure that all the ships are within the top two thirds of the screen during launch

Test Case for requirement 26:

During the ship name/img test ensure the proper speed is matched up with the ship name

Test Case for requirement 27:

During the ship launch test ensure that the ships are crossing the screen to the opposite end from where they are launched from

Test Case for requirement 28:

If the ship leaves the screen have the number of ships active on the screen the var should decrease.