Test Case Name: Test ID:			Projectiles		Network		Lobby
	Click on 'Home' tab from Home page	Test Case Name: Test ID:	Cannon Projectile is fired from a small cannon		: Directory server receives connection request	Test Case Name: Test ID:	User connects to the directory server
	Be on the Home Page		A small cannon fires	Test ID	: Have an available internet connection		User connects to the directory server
			Test Step/Substep	ID Setup			Test Step/Substep
10	Test Step/Substep Click on the "Home" tab		Ensure that the projectile that spawned is 'small'		Test Step/Substep Directory server recieves connection request		User connects to the directory server
Expected Results	User is taken to home tab		Ensure projectile has desired forward velocities		Directory server becomes aware of the client that sent the request and		Ensure that if the user connects, the user joins the lobby.
			Projectile travels forward at the desired velocity		Directory server sends message on debug log		Ensure that if the user is rejected from connecting, he or she is redirected to the previous screen.
Execution Summary			,		Directory server sends message on debug log		
Status:		Execution Summary			,,,,	Execution Summary	
Tester		Status		Execution Summary		Status	
Date Completed:		Tester		Status		Tester	
	Click on 'Home' tab from Leaderboard page	Date Completed:		Tester		Date Completed:	
Test ID:			Cannon Projectile is fired from a medium cannon	Date Completed			The Lobby only allows for 8 players maximum at a time
	Be on the LeaderBoard Page	Test ID:				Test ID:	
ID	Test Step/Substep	Setup:	A medium cannon fires	Test Case Name	Host receives connection request	Setup:	User connects to the directory server and hosts a game or joins another host
1	Click on the 'Home' tab	ID	Test Step/Substep	Test ID			Test Step/Substep
Expected Results	User is taken to home tab	1	Ensure that the projectile that spawned is 'medium'	Setup	Have an available internet connection	1	User connects to the directory server
		2	Ensure projectile has desired forward velocities	ID	Test Step/Substep	2	Ensure that if a ninth user connects attempts to join, the user is rejected from the lobby.
Execution Summary		Expected Results	Projectile travels forward at the desired velocity	1	Another Peer sends a connection request to Host	Expected Results	Ensure that if the user is rejected from connecting, he or she is redirected to the previous screen.
Status:				2	Host peer recieves a connection and displays a message in the debug log		
Tester:		Execution Summary		Expected Results	message in debug log	Execution Summary	
Date Completed:		Status:				Status:	
Test Case Name:	Click on 'Home' tab from Download page	Tester:		Execution Summary		Tester:	
Test ID:		Date Completed:		Status		Date Completed:	
	Be on the Download Page		Cannon Projectile is fired from a large cannon	Tester			User chooses team
ID	Test Step/Substep	Test ID:		Date Completed		Test ID:	
1	Click on the 'Home' tab		A large cannon fires		Directory Server receives a getGames request		User connects to the directory server and hosts a game or joins another host
Expected Results	User is taken to home tab		Test Step/Substep	Test ID			Test Step/Substep
			Ensure that the projectile that spawned is 'large'		Have an available internet connection		User connects to the directory server
xecution Summary		2	Ensure projectile has desired forward velocities	ID	Test Step/Substep	2	Directory accepts user into the lobby
Status		Formation of	Projectile travels forward at the desired velocity		Poor cond a getComes request	Formula 1 P 1	Ensure that if the user is rejected from connecting, he or she is redirected to the previous screen.
Status: Tester:		Expected Results	Projective travers forward at trie desired velocity		Peer send a getGames request Directory receives and accepts the getGames request	Expected Results	consure man more user is rejected from connecting, he or she is redirected to the previous screen.
Date Completed:		Execution Summary			Directory receives and accepts the getGames request Directory server gives the data to the peer that sent the request	Execution Summary	
	Click on 'Home' tab from Development page	Execution Summary Status:			Directory server gives the data to the peer that sent the request Debug.log prints out the peer's ip and the data it sent the peer	Execution Summary Status:	
Test Case Name:	Color on Frome tab from Development page	Status: Tester			Debug log prints out the peers ip and the data it sent the peer Debug log prints out the peer's ip and the data it sent the peer	Status: Tester:	
	Be on the Development Page	Date Completed:		Expected Results	s beday roy prima out the peers up and the data it sent the peer	Date Completed:	
in setup:	Test Step/Substep		Shotgun Projectile is fired from a small shotgun	Execution Summary			User chooses his or her team in the lobby (team deathmatch only)
10	Click on the 'Home' tab	Test ID:	Shotgan Projectile is lifed from a small shotgan	Status		Test ID:	Oser Clouses his of her team in the loopy (team dealiniator only)
Eveneded Besults	User is taken to home tab	Potuni	A small shotgun fires	Tester			User is connected to the lobby
Expected Results	Oser is taken to nome tab		A small snotgun lifes Test Step/Substep	Date Completed			Test Step/Substep
Execution Summary			Ensure that the projectile that spawned is 'small'		Peer sends a getGames request	ID .	User connects to the directory server
Status:		3	Ensure triat the projectile that spawned is small Ensure projectile has desired forward/diagonal velocities	Test Case Name	Peer serius a gerGames request		User is accepted into the lobby.
Siatus: Tester:		Euposted Basulta	Projectile travels forward at the desired velocity		Have an available internet connection	2	User clicks on a team they wish to join
Date Completed:		Expected Results	Projectile liavels forward at the desired velocity	ID Setup	Test Step/Substep		User is now in their desired team
				- ID	rest step/substep	Expected Results	Osci is now in tricii desired team
Test Case Name:	Click on 'Home' tab from Manual page	Execution Summary		1	Peer sends a getGames request	Execution Summary	
Test ID:		Status:		2	Directory receives and accepts the getGames request	Status:	
					Debug log prints the results of the accepted getGames request. Peer gets a list of		
	Be on the Manual Page	Tester:		Expected Results	active hosts.	Tester:	
ID	Test Step/Substep	Date Completed:				Date Completed:	
1	Click on the 'Home' tab		Shotgun Projectile is fired from a medium shotgun	Execution Summary			
Expected Results	User is taken to home tab	Test ID:		Status			Host hits start button
		Setup:	A medium shotgun fires	Tester		Test ID:	
		ID	Test Step/Substep	Tester Date Completed		Setup:	Host is connected to the lobby
Status:		ID 1	Test Step/Substep Ensure that the projectile that spawned is 'medium'	Date Completed		Setup:	Host is connected to the lobby Test Step/Substep
Status: Tester:		1D 1 2	Test Step/Substep Ensure that the projectile that spawned is 'medium' Ensure projectile has desired forward/diagonal velocities	Date Completed Test Case Name	Host makes a lobby	Setup: ID	Host is connected to the lobby Test Step/Substep Host is connected to the lobby
Status: Tester: Date Completed:		1D 1 2	Test Step/Substep Ensure that the projectile that spawned is 'medium'	Date Completed Test Case Name Test ID	Host makes a lobby	Setup: ID 1 2	Host is connected to the lobby Test Step/Substep Host starts their own game
Status: Tester: Date Completed: Test Case Name:	Click on 'Home' tab from Gallery page	1 1 2 Expected Results	Test Step/Substep Ensure that the projectile that spawned is 'medium' Ensure projectile has desired forward/diagonal velocities	Date Completed Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection	Setup: ID 1 2 3	Host is connected to the lobby Test StepSubstep Test StepSubstep Host at connected to the lobby Host starts their own game Host this their own game Host bits start button
Status: Tester: Date Completed:	Click on 'Home' tab from Gallery page	1D 1 2	Test Step/Substep Ensure that the projectile that spawned is 'medium' Ensure projectile has desired forward/diagonal velocities	Date Completed Test Case Name Test ID	Host makes a lobby	Setup: ID 1 2 3	Host is connected to the lobby Test Step/Substep Host starts their own game
Status: Tester: Date Completed: Test Case Name: Test ID:		1 1 2 Expected Results	Test Step/Substep Ensure that the projectile that spawned is 'medium' Ensure projectile has desired forward/diagonal velocities	Date Completed Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection	ID 1 2 Setup:	Host is connected to the lobby Test StepSubstep Test StepSubstep Host at connected to the lobby Host starts their own game Host this their own game Host bits start button
Status: Tester: Date Completed: Test Case Name: Test ID: Setup:	Be on the Gallery Page	ID 1 2 Expected Results Execution Summary	Test Step/Substep Ensure that the projectile that spawned is 'medium' Ensure projectile has desired forward/diagonal velocities	Date Completed Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a bobby	Setup: ID 1 2 3	Host is connected to the lobby Test StepSubstep Test StepSubstep Host at connected to the lobby Host starts their own game Host this their own game Host bits start button
Status: Tester: Date Complete: Test Case Name: Test ID: Setup: ID 1	Be on the Gallery Page Test Step/Substep Click on the 'Home' tab	ID 1 2 Expected Results Execution Summary Status: Tester: Date Complete:	Test StepSubstep Flasure that the projectile that spawned is 'medium' Ensure projectile has desired forwardidagonal velocities Projectile travels forward at the desired velocity	Date Completed Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a bobby Host messages directory server to make server aware of it's lobby it directory server shorts to buy to the game list	Setup: 10 1 2 3 Expected Results	Host is connected to the lobby Test StepSubstep Test StepSubstep Host at connected to the lobby Host starts their own game Host this their own game Host bits start button
Status: Tester: Date Complete: Test Case Name: Test ID: Setup: ID 1	Be on the Gallery Page Test Step/Substep	ID 1 2 Expected Results Execution Summary Status: Tester: Date Complete:	Test Step/Substep Ensure that the projectile that spawned is 'medium' Ensure projectile has desired forward/diagonal velocities	Date Completed Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection Test Step/Substep Host creates a bobby Host creates a lobby Host messages directory server to make server aware of it's lobby	Setup: ID 1 2 3 Expected Results Execution Summary Slatus:	Host is connected to the lobby Test StepSubstep Test StepSubstep Host at connected to the lobby Host starts their own game Host this their own game Host bits start button
Status: Tester: Date Completed: Test Case Name: Test ID: Setup: ID 1 Expected Results	Be on the Gallery Page Test Step/Substep Click on the 'Home' tab	Execution Summary Status: Tester: Date Completed: Test Case Name: Test Test Test Test	Test Step/Substep Flasure that the projectile that spawned is 'medium' Ensure projectile has desired forwardidaponal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun	Date Completed Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a bobby Host messages directory server to make server aware of it's lobby it directory server shorts to buy to the game list	Setup: D 1 2 3 Expected Results Execution Summary Status: Tester: Date Completed:	Hotel is connected to the lobby Text SeptSubstage Hotel is connected to the lobby Hotel is connected to the lobby Hotel starts here' one game Hotel his start button The host's game with all the invited players begins
Status: Tester: Date Completed: Test Case Name: Test Disc Name: Test Disc Name: Test Disc Name: ID 1 Expected Results	Be on the Gallery Page Test Step/Substep Click on the 'Home' tab	ID 1 2 Expected Results Execution Summary Status: Date Completed: Test ID: Setup:	Test StepSubstep Flasure that the projectile that spawmed is "medium" Ensure projectile has desired forward/diagonal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun A large shotgun fires	Date Completed Test Case Name Test ID Setup ID Expected Result Execution Summary	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a lobby Host messages directory server to make server aware of it's lobby directory server adds Host is lobby to the game list Host's lobby shows up on the games list	Setup: ID 1 2 3 Expected Results Execution Summary Status: Tester: Date Concipled: Test Case Name:	Host is connected to the lobby Test StepSubstep Note is Connected to the lobby Host starts their own game Host starts their own game Host his start button The host's game with all the invited players begins User clicks ready button
Status: Tester: Date Completed: Test Case Name: Test ID: Setup: ID 1 Expected Results	Be on the Gallery Page Test Step/Substep Click on the 'Home' tab	Execution Summary Execution Summary Status: Tester: Date Completed: Test Case Name: Test Disc Name: Feet ID: Setup: ID	Test StepSubstep Flasure that the projectile that spawmed is 'medium' Ensure projectile has desired forwardidaponal velocities Projectile has desired forwardidaponal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun A large shotgun fires Test StepSubstep	Date Completed Test Case Name Test ID Setup ID	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a lobby Host messages directory server to make server aware of it's lobby directory server adds Host is lobby to the game list Host's lobby shows up on the games list	Setup: D 1 2 3 Expected Results Execution Summary Status: Tester: Date Completed: Test Case Name: Test Case Test	Hotel is connected to the lobby Text SeptSubstage Hotel is connected to the lobby Hotel is connected to the lobby Hotel starts here long issue Hotel his start button The host's game with all the invited players begins
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Status: Tester: Date Completed: Test Case Name: Test Case Setup: ID Expected Results Execution Summary Status: Tester: Date Completed:	Be on the Gallery Plage Test Step/Slubstep Click on the "Home" tab User is taken to home tab	Execution Summary Execution Summary Status: Tester: Date Completed: Test Case Name: Test Use Setup: ID 1 2	Test Step/Substep Ensure that the projectle that spawmed is 'medium' Ensure projectlic has desired forwardidagonal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun A large shotgun fires Test Step/Substep Ensure that the projectle that spawmed is 'large' Ensure that the projectle that spawmed is 'large' Ensure projectle that selested forwardiagonal velocities	Date Completed Test Case Name Test ID Setup ID Expected Result Execution Summary Status	Host makes a lobby Have an available internet connection Test Step/Substep Host creates a lobby Host messages directory server to make server aware of it's lobby directory server adds Host's lobby to the game list Host lobby shows up on the games list	Setup: ID 1 2 3 Expected Results Execution Summary Status: Tester Date Completed Test Case Name: Test ID: Setup:	Hotel is connected to the lobby Text SeptSubstage Hotel is connected to the lobby Hotel is connected to the lobby Hotel starts here long issue Hotel his start button The host's game with all the invited players begins
Status: Tester: Date Completed: Test Case Name: Test Case Setup: ID Expected Results Execution Summary Status: Tester: Date Completed:	Be on the Gallery Page Test Step/Substep Click on the 'Home' tab	Execution Summary Execution Summary Status: Tester: Date Completed: Test Case Name: Test Use Setup: ID 1 2	Test StepSubstep Finsure that the projectile that spawmed is 'medium' Ensure projectile has desired forwardidagonal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun A large shotgun fires Test StepSubstep Feasure that the projectile that spawmed is 'targe'	Date Completed Test Case Name Test ID Setup ID Expected Result Execution Summary Status Tester Date Completed	Host makes a lobby Have an available internet connection Test StepSubstep Host creaties a lobby Host mestages directory server to make server sware of it's lobby directory server adds Host Slobby to the game list Hosts lobby shows up on the games list	Setup: ID 1 2 SExpected Results Execution Summary Status: Tester: Date Completed Test Case Name: Test ID: Setup: 10	Heat Is connected to the lobby Test Step/Substep Test Step/Substep Test Step/Substep Test Step Substep Test Step Substep Test Step Substep Test Step Substep User cicks ready button User licks ready button User is connected to the lobby Test Step/Substep User is connected to the lobby
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Status: Tester- Date Completed: Test Class Name: Test ID: Setup: ID Expected Results Execution Summary Status: Test Date Completed: Test Class Name: Test Class Name: Test Class Name: Test Class Name: Setup: Setup: Setup:	Be on the Gallery Page Test Step/Shubstep Click on the 'Home' tab User is taken to home tab Click on Home' tab from Account page Be on the Account Page	ID 1 2 Expected Results Execution Summary Status: Tester: Date Completed: Test Case Name: Test ID: Setup: ID 1 2 Expected Results Execution Summary	Test Step/Substep Ensure that the projectle that spawmed is 'medium' Ensure projectlic has desired forwardidagonal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun A large shotgun fires Test Step/Substep Ensure that the projectle that spawmed is 'large' Ensure that the projectle that spawmed is 'large' Ensure projectle that selested forwardiagonal velocities	Date Completed Test Case Name Test ID Setup ID Expected Results Execution Summary Status Tester Date Completed Test Case Name Test ID	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a subby Host messages directory server to make server aware of it's lobby directory server adds Host's lobby to the game list Host lobby shows up on the games list Host sends gamedata to client	Execution Summary Execution Summary Execution Summary Status: Tester: Date Completed: Test Case Name: Test ID Setup: 10 11 22	Heat Is connected to the lobby Test Step/Substep Test Step/Substep Test Step/Substep Test Step Substep Test Step Substep Test Step Substep Test Step Substep User cicks ready button User licks ready button User is connected to the lobby Test Step/Substep User is connected to the lobby
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Status: Tester- Date Completed: Test Class Name: Test ID: Setup: ID Expected Results Execution Summary Status: Test Class Came: Setup: Setup: Test Class Name: Setup:	Be on the Gallery Page Test Step/Shubstep Click on the 'Home' tab User is taken to home tab Click on Home' tab from Account page Be on the Account Page	ID 1 2 Expected Results Execution Summary Status: Tester: Date Completed: Test Case Name: Test ID: Setup: ID 1 2 Expected Results Execution Summary	Test Step/Substep Ensure that the projectle that spawmed is 'medium' Ensure projectlic has desired forwardidagonal velocities Projectile travels forward at the desired velocity Shotgun Projectile is fired from a large shotgun A large shotgun fires Test Step/Substep Ensure that the projectle that spawmed is 'large' Ensure that the projectle that spawmed is 'large' Ensure projectle that selested forwardiagonal velocities	Date Completed Test Case Name Test ID Setup ID Expected Results Execution Summary Status Tester Date Completed Test Case Name Test Case Name Test ID Setup	Host makes a lobby Have an available internet connection Test StepSubstep Host creates a subby Host messages directory server to make server aware of it's lobby directory server adds Host's lobby to the game list Host lobby shows up on the games list Host sends gamedata to client	Execution Summary Execution Summary Execution Summary Status: Tester: Date Completed: Test Case Name: Test ID Setup: 10 11 22	Hotel is connected to the lobby Text SepoShubsep Host is connected to the lobby Host starts here's own game Host has start button The host's game with all the invited players begins User clicks ready button User is connected to the lobby Text SepoShubsep User is connected to the lobby Text SepoShubsep User is connected to the lobby Text SepoShubsep User is connected to the lobby
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Test ID:					land to the second seco		In
	De es the Leaderheard Dees		Ensure that beam has full length upon spawn Ensure that the beam persists for a certain amount of time	Test Case Name	: Client sends user input to the server		User is connected to the lobby Test Step/Substep
Setup:	Be on the Leaderboard Page		Projectile fires out at full length and persists for a certain	Testil	•	ID .	Test Step/Substep
ID	Test Step/Substep	Expected Results	amount of time	Setup	: Client/user is currently connected to the directory server	1	User is connected to the lobby
	Ensure that when a user clicks on the "Leaderboard" tab.	,					·
1	Ensure that when a user clicks on the "Leaderboard" tab, they are taken to the leaderboard page			ID	Test Step/Substep	2	Another user sends a message to the specified user
Expected Results	User is taken to the "leaderboard" tab	Execution Summary			1 The client/user is connected to the directory server	Expected Results	The specified user receives a message
		Status:			2 The client sends user input to the server		
Execution Summary		Tester:			s The server processes user input	Execution Summary	
Status:		Date Completed:		Execution Summary	s The server processes user input	Execution Summary Status:	-
Tester.				Status			
			Beam Projectile is fired from a large beam	Status		Tester	
Date Completed:		Test ID:				Date Completed:	
		Setup:	A large beam weapon fires	Date Completed	li .		
	Click on 'Leaderboard' tab from the 'Download' page		Test Step/Substep				User exits from the lobby
Test ID:			Ensure that the projectile that spawned is 'medium'			Test ID:	
Setup:	Be on the Download Page	2	Ensure that beam has full length upon spawn			Setup:	User is connected to the lobby
ID	Test Step/Substep	3	Ensure that the beam persists for a certain amount of time			ID	Test Step/Substep
1	Ensure that when a user clicks on the 'leaderboard' tab, they are taken to the leaderboard page	Evnected Results	Projectile fires out at full length and persists for a certain amount of time			1	User is connected to the lobby
Eveneted Results	User is taken to the 'leaderboard' tab	Expected Results	amount of time			1	The user clicks the button to exit from the lobby
Expedied Results	Oser is taken to the leaderboard tab	Execution Summary				F	The user exits the lobby
Execution Summary		Status:				Expected Results	The user exits the loopy
Status:		Tester:				Execution Summary	
Tester.		Date Completed:				Execution Summary Status:	
Date Completed:			Disruptor Projectile is fired from a small disruptor			Tester: Date Completed:	
	Citation is an advantage from the citation in	Test ID:				Date Completed:	
	Click on 'Leaderboard' tab from the 'Manual' page	Setup:	A small disruptor weapon fires				
Test ID:			Test Step/Substep			Test Case Name:	User enter the lobby
Setup:	Be on the Manual Page	1	Ensure that the projectile that spawned is 'small'			Test ID:	
ID	Test Step/Substep	2	Ensure that the projectile travels at a certain velocity			Setup:	User is connected to the directory server
1	Ensure that when a user clicks on the 'leaderboard' tab, they are taken to the leaderboard page	Evnected Results	Projectile travels forward at the desired velocity			ID	Test Step/Substep
Europalad December	User is taken to the leaderboard tab	Expedied Results	r rojectic stavels forward at the desired velocity				User is playing Seize Command
Expecied Results	Open to laken to the readerboard tab	Evecution Cumr				1	The user clicks the button to enter the lobby
F		Execution Summary Status:					The user clicks the button to enter the lobby The user enters the lobby
Execution Summary		Status:				Expected Results	The user enters the looply
Status:		Tester:					
Tester:		Date Completed:	Discussion Declarable in fixed for			Execution Summary Status:	
Date Completed:		Test Case Name:	Disruptor Projectile is fired from a medium disruptor				
		Test ID:				Tester:	
	Click on 'Leaderboard' tab from the 'Development' page		A medium disruptor weapon fires			Date Completed:	
Test ID:			Test Step/Substep				
	Be on the Development Page	1	Ensure that the projectile that spawned is 'medium'				
ID	Test Step/Substep	2	Ensure that the projectile travels at a certain velocity				
1	Ensure that when a user clicks on the 'leaderboard' tab, they are taken to the leaderboard page						
1	they are taken to the leaderboard page	Expected Results	Projectile travels forward at the desired velocity				
Expected Results	User is taken to the "leaderboard" tab						
		Execution Summary					
Execution Summary		Status:					
Status:		Tester:					
Tester:		Date Completed:					
Date Completed:			Disruptor Projectile is fired from a large disruptor				
		Test ID:					
	Click on 'Leaderboard' tab from the 'Gallery' page	Setup:	A large disruptor weapon fires				
Test ID:		ID	Test Step/Substep				
Setup:	Be on the Gallery Page	1	Ensure that the projectile that spawned is 'large'				
ID	Test Step/Substep	2	Ensure that the projectile travels at a certain velocity				
	Ensure that when a user clicks on the 'leaderboard' tab, they are taken to the leaderboard page						
1	they are taken to the leaderboard page	Expected Results	Projectile travels forward at the desired velocity				
Expected Results	User is taken to the "leaderboard" tab						
		Execution Summary					
Execution Summary		Status:					
Status:		Tester:					
Tester:		Date Completed:					
Date Completed:			Missile Projectile is fired from a small missile port				
		Test ID:					
	Click on 'Leaderboard' tab from the 'Account' page		A small missile weapon fires				
Test ID:			Test Step/Substep				
	Be on the Account Page	1	Ensure that the projectile that spawned is 'small'				
ID	Test Step/Substep	2	Ensure that the projectile travels at a certain velocity				
	Ensure that when a user clicks on the 'leaderboard' tab, they are taken to the leaderboard page		Ensure that the projectile files the target if there is a target				
1	urey are taken to the leaderboard page	3	Ensure that the projectile files the target if there is a target Enure that projectile just travels straight when there is no				
Expected Results	User is taken to the "leaderboard" tab	4	target				
		Expected Results	Projectile travels forward at the desired velocity				
Execution Summary							
Status:		Execution Summary					
Tester:		Status:					
Date Completed:		Tester:					
a and a an option		Date Completed:					
Test Case Name	Click on 'Manual' tab from the Home page		Missile Projectile is fired from a medium missile port				
Test ID:		Test ID:	ajazza za				
	Be on the Home Page		A medium missile weapon fires				
	Be on the Home Page Test Step/Substep	Setup:	A medium missile weapon tires Test Step/Substep				
ID .	Figure that when a year clicks on the Manual tak the con-	IU	rest steproudstep				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	1	Ensure that the projectile that spawned is 'medium'				
Expected Results	User is taken to the 'manual' tab	2	Ensure that the projectile travels at a certain velocity				
Expedica Nesulls		3	Ensure that the projectile files the target if there is a target				
		3	Enure that projectile just travels strainht when there is no				
Execution Summary		4	Enure that projectile just travels straight when there is no target				
Status:		Expected Results	Projectile travels forward at the desired velocity				
Tester:							
Date Completed:		Execution Summary					
	Click on 'Manual' tab from the download page	Status:					
Test ID:	az uomilouo puge	Tester:					
	Be on the download Page	Date Completed:					
Setup:	Test Step/Substep		Missile Projectile is fired from a large missile port				
	Ensure that when a user clicke on the 'Manual' tab. thou are	rest Case Name:					
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Test ID:					

Expedice (Coults	User is taken to the 'manual' tab		: A large missile weapon fires		
		ID	Test Step/Substep		
Execution Summary			Ensure that the projectile that spawned is 'large'		
Status:			2 Ensure that the projectile travels at a certain velocity		
Tester:		3	Ensure that the projectile files the target if there is a target		
			Enure that projectile just travels straight when there is no		
Date Completed:		4	target		
	Ottob on Manual tab from the lands to and				
Test Case Name:	Click on 'Manual' tab from the leaderboard page	Expected Results	Projectile travels forward at the desired velocity		
Test ID:					
Setup:	Be on the leaderboard Page	Execution Summary			
	- . - . -	Status			
ID	Test Step/Substep	Status			
	Ensure that when a user clicks on the 'Manual' tab, they are				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Tester			
Evenested Desults	User is taken to the 'manual' tab	Date Completed			
Expedieu Results	Osci is takeli to tile ilialidal tab				
			: Torpedo Projectile is fired from a small torpedo port		
Execution Summary		Test ID:			
Status:		Setun	: A small torpedo weapon fires		
Tester:		ID	Test Step/Substep		
Date Completed:		1	Ensure that the projectile that spawned is 'small'		
T+ 0 N	Click on 'Manual' tab from the development page		Ensure that the projectile travels at a certain velocity		
Test ID:		Expected Results	Projectile travels forward at the desired velocity		
Setun:	Be on the development Page				
	Test Step/Substep	Execution Summary			
	Ensure that when a user clicks on the 'Manual' tab, they are				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Status			
Expected Results	User is taken to the 'manuel' tab	Tester			
	Ensure that when a user clicks on the 'Manual' tab, they are				
	taken to the manual page	Date Completed			
Execution Summary		Test Case Name:	: Torpedo Projectile is fired from a medium torpedo port		
Status:		Test ID:			
Tester:		Setun	: A medium torpedo weapon fires		
Date Completed:		ID GCIGA	Test Step/Substep		
	Click on 'Manuel' tab from the Manual page		Ensure that the projectile that spawned is 'medium'		
Test ID:		3	Ensure that the projectile travels at a certain velocity		
		Evented Decide	Projectile travels forward at the desired velocity		
Setup:	Be on the Manual Page	Expected Results	r rojecile travers rorward at the desired velocity		
ID	Test Step/Substep				
	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page				
1	taken to the manual page	Execution Summary			
Francisco December	User is taken to the 'manual' tab	Status			
Expected Results	Oser is taken to the manual tab	Status			
		Tester			
Execution Summary		Date Completed			
Execution cummary		- Date competed			
Status:		Test Case Name:	: Torpedo Projectile is fired from a large torpedo port		
Tester:		Test ID:			
Date Completed:		Setun	: A large torpedo weapon fires		
		ID.			
	Click on 'Manual' tab from the Gallery page	ID .	Test Step/Substep		
Test ID:		1	Ensure that the projectile that spawned is 'large'		
Setup:	Be on the Gallery Page	3	Ensure that the projectile travels at a certain velocity		
ID.	a . e e				
	Test Step/Substep	Expected Results	Projectile travels forward at the desired velocity		
	Ensure that when a user clicks on the 'Manual' tab, they are				
1	taken to the manual page				
Expected Results	User is taken to the 'manual' tab	Execution Summary			
,		Status			
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Status:		Date Completed			
Status:		Date Completed			
Status: Tester:		Date Completed Test Case Name:	: Small Cannon projectile hits a ship		
Status: Tester: Date Completed:		Date Completed Test Case Name: Test ID:	: Small Cannon projectile hits a ship		
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Date Completed:			Small Cannon projectile hits space junk		
		Test ID:			
Test Case Name:	Click on 'Development' tab from the Download page	Setup:	A small cannon projectile hits space junk		
Test ID:		ID	Test Sten/Substen		
			Ensure that the junk's health is lowered by the amount of damage a small cannon projectile does		
Setup:	Be on the Download Page	1	damage a small cannon projectile does		
ID	Test Step/Substep	Expected Results	Junk takes damage		
	Ensure that when a user clicks on the 'Development' tab				
1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page				
Evnected Results	User is taken to the 'development' tab	Execution Summary			
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Cot in:	Be on the Manual Page	Forested Brooks	Junk takes damage		
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1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page				
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			Ensure that the junk's health is lowered by the amount of damage a large cannon projectile does		
Test Case Name:	Click on 'Development' tab from the Development page	1	damage a large cannon projectile does		
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1	they are taken to the development page	Status:			
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			Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a small shotgun projectile does		
		1	shotgun projectile does		
			Ensure that if the ships shields are inactive, the ship's hull		
			points (health) are lowered by the amount of damage a small shotgun projectile does		
Test Case Name:	Click on 'Development' tab from the Gallery page				
Test ID:		Expected Results	Ship's shield or hull takes damage.		
Setup:	Be on the Gallery Page				
ID	Test Step/Substep	Execution Summary			
	Ensure that when a user clicks on the 'Douglanment' tab				
1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page	Status:			
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,			Ensure that if the ship's shields are active, the shield		
			health is lowered by the amount of damage a medium		
			shotgun projectile does		
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Tool Coop Name	Click on 'Development' tab from the Account page	_	points (health) are lowered by the amount of damage a medium shotgun projectile does		
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Expected Results	With the user being in the manuel page, the user clicks on the link to download the manuel PDF	T			
Expected Results	on the link to download the manuel PDF	Tester:			
	User is prompted to login on the account page, if not logged in already				
		Date Completed:			
	User views his or her game account information.	Test Case Name: Medium S	Shotgun projectile hits space junk		
Execution Summary		Test ID:			
Status:		Setup: A medium	Shotgun projectile hits space junk		
Tester:		ID Test Step	/Substep		
		Ensure th	at the junk's health is lowered by the amount of medium Shotgun projectile does		
Date Completed:		1 damage a	medium Shotgun projectile does		
	User makes an account	Expected Results Junk taker	s damage		
Test ID:					
Setup:	Be on the Account page	Execution Summary			
ID	Test Step/Substep	Status:			
1	User clicks on 'make account' button	Tester:			
	User enters in email,username, and password				
2		Date Completed:			
		Test Case Name: Large Sho	otgun projectile hits space junk		
		Test ID:			
		Setup: A large St	notgun projectile hits space junk		
		ID Test Step	/Substep		
		Ensure th	at the junk's health is lowered by the amount of large Shotgun projectile does		
Expected Results	User gets sent an email	Expected Results Junk take	e damana		
Execution Summary					
Status:		Execution Summary			
Tester:		Status:			
Date Completed:		Tester:			
Date completed.		Date Completed:			
Test Case Name	User queries the database to search for a ship	Test Case Name: Small Bea	am projectile hits a ship		
Test ID:		Test ID:	p. sycalic fills a step		
	Be on the Account page		eam projectile hits a ship		
	Test Step/Substep				
		Ensure th	at if the ship's shields are active, the shield		
	With the user being in the account page, the user clicks on the tab to search for a ship	health is le	owered by the amount of damage small beam		
1	the tab to search for a ship	1 would infli	ct.		
	Licer file fields on search page to parrow the search of the	Ensure the	at if the ships shields are inactive, the ship's hull		
2	User fills fields on search page to narrow the search of the ship he or she wishes to search for	2 small bear	at if the ships shields are inactive, the ship's hull salth) are lowered by the amount of damage m would inflict.		
	The database is queried according to the parameters the user provided in the field	Ensure be	eam does damage for as long as it persists and he ship		
	user provided in the field	3 is hitting to	he ship		
Execution Summary		Expected Results Ship's shir	eld or hull takes damage.		
Status:					
Tester:		Execution Summary			
Date Completed:		Status:			
		Tester:			
		Date Completed:			
		Test Case Name: Medium B	seam projectile hits a ship		
		Test ID:			
		Setup: A Medium	beam projectile hits a ship		
		ID Test Step	/Substep		
		Ensure th	at if the ship's shields are active, the shield owered by the amount of damage Medium beam ct.		
		nearth is in	owered by the amount of damage Medium beam		
		Ensure th	at if the ships shields are inactive, the ship's hull		
		points (he	at if the ships shields are inactive, the ship's hull salth) are lowered by the amount of damage eam would inflict.		
		2 Medium b	eam would inflict.		
		Ensure be	eam does damage for as long as it persists and he ship		
		Expected Results Ship's shir	eld or hull takes damage		
		Execution Summary			
		Status:			
		Tester:			
		Date Completed:			
		Test Case Name: Large Bea	am projectile hits a ship		
		Test ID:			
		Setup: A Large b	eam projectile hits a ship		
		ID Test Step	/Substep		
		Ensure th	at if the ship's shields are active, the shield		
		health is le	at if the ship's shields are active, the shield owered by the amount of damage Large beam ict.		
		Enough the	at if the shins shields are inactive, the chin's hull		
		points (he	at if the ships shields are inactive, the ship's hull salth) are lowered by the amount of damage am would inflict.		
		2 Large bea	am would inflict.		
		Ensure be	eam does damage for as long as it persists and he ship		
		Expected Results Ship's shi	eld or hull takes damage		
		Execution Summary			
		Status:			
		Tester:			
		Date Completed:			
		Test Case Name: Small Bea	am projectile hits space junk		
		Test ID:			
			eam projectile hits space junk		
		ID Test Step	/Substep		
		Ensure th	at the junk's health is lowered by the amount of		
		1 damage a	at the junk's health is lowered by the amount of small beam would inflict		
		Ensure be	eam does damage for as long as it persists and he ship		
		2 is hitting to	ne sinp		
		Expected Results Junk take	s damage		
		5			
		Execution Summary			
		Status:			
		Tester:			
		Date Completed:			
		Test Case Name: Medium B	leam projectile hits space junk		
		Test ID:			
			beam projectile hits space junk		
			vouostep		
		Ensure th	at the junk's health is lowered by the amount of Medium beam would inflict		
		, wallage a			

	Ensure beam does damage for as long as it persists and is hitting the ship		
F	Junk takes damage		
Expected Results	Junk takes damage		
Execution Summary			
Status			
Execution Summary Status Tester			
Date Completed			
Test Case Name	Large Beam projectile hits space junk		
Test ID			
Setup	A Large beam projectile filts space junk		
	Ensure that the junk's health is lowered by the amount of damage a Large beam would inflict		
	Ensure hearn does damage for as long as it persists and		
	Ensure beam does damage for as long as it persists and is hitting the ship		
Expected Results	Junk takes damage		
Execution Summary Status			
Status Tester			
Date Completed			
	Small Disruptor projectile hits a ship		
Test ID	Small Disruptor projectile filts a strip		
Setup	A small disruptor projectile hits a ship		
ID	A small disruptor projectile hits a ship Test Step/Substep		
	Ensure that the entire ship freezes for the amount of time a small disruptor projectile will freeze it for.		
	a small disruptor projectile will freeze it for.		
Expected Results	Ship Freezes		
For anythin Assess			
Execution Summary Status			
Status Tester			
Date Completed			
Test Case Name	Medium Disruptor projectile hits a ship		
Cotus	A Modium discuster projectile bits a obje		
ID	Test Step/Substep		
	Test Step/Substep Ensure that the entire ship freezes for the amount of time a Medium disruptor projectile will freeze it for. Ship Freezes		
p	a measurn disruptor projectile will freeze it for.		
Execution Summary Status			
Status Status			
Tester			
Date Completed			
Test Case Name	Large Disruptor projectile hits a ship		
Test ID			
Setup	A Large disruptor projectile hits a ship		
ID	Test Step/Substep		
	Ensure that the entire ship freezes for the amount of time a Large disruptor projectile will freeze it for.		
Expected Results	Shin Freezes		
Execution Summary Status			
Status			
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Date Completed			
Test Case Name	Small Disruptor projectile hits space junk		
Test ID	A amail Dispurter projectile bit-		
Setup ID	A small Disruptor projectile hits space junk		
ID .	Test Stept/Substep Nothing happens, sometimes a random soundbyte Nothing, sometimes a random Wilhelm scream to mess with the newere		
	Nothing, sometimes a random Wilhelm scream to mess		
Expected Results	with the players		
Execution Summary			
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Tester			
Date Completed	Medium Disruptor projectile hits space junk		
Test Case Name Test ID	mediani pisruptor projectire ritts space junk		
	Nothing happens, sometimes a random soundbyte		
_	Nothing, sometimes a random Wilhelm scream to mess		
Expected Results	with the players		
Execution Summary			
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Test Case Name	Large Disruptor projectile hits space junk		
T ID			
Setup	A Large Disruptor projectile hits space junk		
ID	Test Step/Substep		
	A Large Disruptor projectile hits space junk Test Step/Substep Nothing happens, sometimes a random soundbyte Nothing, sometimes a random Wilhelm scream to mess		
Francisco Dominio	Nothing, sometimes a random Wilhelm scream to mess with the players		
Expected Results	mur uno pidyero		
Execution Summary			
Execution Summary Status Tester			
Date Completed			
Test Case Name	Small Missile projectile hits a ship		
Test ID			
Setup	A small missile projectile hits a ship Test Step/Substep		
ID	rest Step/Substep		

		Ensure that if the ship's shields are active, the shields take the amount of damage inflicted by a small missile	
	1	take the amount of damage inflicted by a small missile	
		Ensure that if the ship's shields are inactive, the ship's hull (direct hn) take the amount of damage inflicted by a small	
	2	Ensure that if the ship's shields are inactive, the ship's hull (direct hp) take the amount of damage inflicted by a small missile	
	Expected Results	Ship or it's shields take damage	
E	Execution Summary		
	Status:		
	Tester: Date Completed:		
		Medium Missile projectile hits a ship	
	Test ID:		
		A Medium missile projectile hits a ship	
	ID Setup.	Test Step/Substep	
		Ensure that if the ship's shields are active, the shields	
	1	Ensure that if the ship's shields are active, the shields take the amount of damage inflicted by a Medium missile	
		Ensure that if the ship's shields are inactive, the ship's hull (direct hp) take the amount of damage inflicted by a Medium missile	
	2	Medium missile	
	Expected Results	Ship or it's shields take damage	
E	Execution Summary		
	Status:		
	Tester:		
	Date Completed:		
	Test Case Name:	Large Missile projectile hits a ship	
	Test ID:		
		A Large missile projectile hits a ship	
	IU	Test Step/Substep	
	1	Test SteplSubstep Finsure that if the ship's shields are active, the shields take the amount of damage inflicted by a Large missile Ensure that if the ship's shields are inactive, the ship's hull (direct hp) take the amount of damage inflicted by a Large missile	
		Ensure that if the ship's shields are inactive, the ship's hull	
	2	(direct hp) take the amount of damage inflicted by a Large missile	
	Evnected Results	Ship or it's shields take damage	
	Expedied results	and a surviva muc annual	
F	Execution Summary		
	Status:		
	Tester:		
	Date Completed:		
	Test Case Name:	Small Missile projectile hits space junk	
	Test ID:		
	Setup:	A small Missile projectile hits space junk	
	ID	Test Step/Substep	
	4	Junk takes the amount of damage a small missile would inflict	
		HIIICE	
F	Execution Summary		
	Status:		
	Tester:		
	Date Completed:		
		Medium Missile projectile hits space junk	
	Test ID:		
	Setup:	A Medium Missile projectile hits space junk	
	ID.	Test Sten/Substen	
		Junk takes the amount of damage a Medium missile would inflict	
	· ·	would lillied	
F	Execution Summary		
-	Status:		
	Tester:		
	Date Completed:		
	Test Case Name:	Large Missile projectile hits space junk	
	Test ID:		
	Setup:	A Large Missile projectile hits space junk	
	ID	Test Step/Substep	
		Junk takes the amount of damage a Large missile would inflict	
	1	manua .	
F	Execution Summary		
-	Status:		
	Tester:		
	Date Completed:		
	Test Case Name:	Small Torpedo projectile hits a ship	
	Test ID:		
	Setup:	A small Torpedo projectile hits a ship	
	ID	Test Step/Substep	
		Ensure that if the ship's shields are active, the shields take the amount of damage inflicted by a small Torpedo	
	1	Ensure that if the ship's shields are inactive the ship's hull	
		Ensure that if the ship's shields are inactive, the ship's hull (direct hp) take the amount of damage inflicted by a small Torpedo	
	2	Iorpedo	
	Expected Results	Ship or it's shields take damage	
E	Execution Summary Status:		
	Status: Tester:		
	Date Completed:		
	Test Case Name:	Medium Torpedo projectile hits a ship	
	Test Case Name:	modum suspense projectile filts a strip	
		A Medium Torpedo projectile hits a ship	
	ID	Test Sten/Substen	
		Ensure that if the ship's shields are active, the shields take the amount of damage inflicted by a Medium	
		take the amount of damage inflicted by a Medium	
		Ensure that if the ship's shields are inactive, the ship's hull (direct hp) take the amount of damage inflicted by a Medium Torpedo	
	2	Medium Torpedo	
	Expected Results	Ship or it's shields take damage	
	Execution Summary		
<u>E</u>	Execution Summary		

	Status:			
	Tester:			
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Test	ase Name: Large Torpedo projectile h	s a snip		
	Test ID:			
	Setup: A Large Torpedo projectile Test Step/Substep	hits a shin		
ID.	T 04 10			
10	Test Step/Substep			
	Ensure that if the ship's sh 1 take the amount of damag	elds are active, the shields		
	1 take the amount of damag	inflicted by a Large Torpedo		
	Ensure that if the ship's sh	elds are inactive, the ship's hull		
	(direct hp) take the amour	elds are inactive, the ship's hull of damage inflicted by a Large		
	2 Torpedo			
Exp	ted Results Ship or it's shields take da	nage		
Francisco Communication Commun				
Execution Summary				
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lest	ase Name: Small Torpedo projectile h	s space junk		
	Test ID: Setup: A small Torpedo projectile			
	Setup: A small Torpedo projectile	nits space junk		
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	Junk takes the amount of	amage a small I orpedo would		
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	Junk takes the amount of would inflict	amage a Medium Torpedo		
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	1 inflict			
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		e after reaching its may range		
1656	Test ID: Setup: A Cannon projectile despaw	s alter reaching its max range		
	Test ID:			
	Setup: A Cannon projectile has re Test Step/Substep 1 Ensure projectile despawr	ached it's max range		
ID	Test Sten/Substen			
	4 Farms and add dances			
	i Erisure projectile despawi	at its max range		
Exp	ted Results Projectile despawns			
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	Beam projectile despawns time	anter being active for a certain		
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	Setup: A Beam projectile has exis	ed for 'n' time		
in.	Test Stan/Substan			
10	Test Step/Substep 1 Ensure projectile despawr	at there let		
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Execution Summary	
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Satura A Torondo projectilo has recebed if a year mana	
Setup: A Torpedo projectile has reached it's max range	
ID Test Step/Substep	
1 Ensure projectile despawns at it's max range	
Expected Results Projectile despawns	
Execution Summary	
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Tester	
Date Completed:	
Test Case Name: Small Cannon projectile hits a Space Station	
Test ID:	
Setup: A small cannon projectile hits a Space Station	
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Ensure that if the Space Station's shields are active, the	
shield health is lowered by the amount of damage a small 1 cannon projectile does 6	
Ensure that if the Soace Stations shields are inactive, the	
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Space Station's hall points freelith are lowered by the 2 amount of damage a small carmon projectile does	
2 distribution distingly a small calling projecting obes	
Expected Results. Space Station's shield or hull takes damage.	
Execution Summary	
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Test Case Name: Medium Cannon projectile hits a Space Station	
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Test ID:	
Setup: A medium cannon projectile hits a Space Station	
ID Test Step/Substep	
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1 medium cannon projectile does	
Ensure that if the Space Stations shields are inactive, the Space Stations shields are inactive, the Space Station's that points (health) are towered by the 2 amount of damage a medium cannot projected does	
2 amount of damage a medium cannon projectile does	
Expected Results, Space Station's shield or hull takes damage.	
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Execution Summary	
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Test Case Name: Large Cannon projectile hits a Space Station	
Test ID:	
Setup: A large cannon projectile hits a Space Station	
ID Test Step/Substep	
Ensure that if the Space Station's shields are active, the	
shield health is lowered by the amount of damage a large	
1 cannon projectile does	
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Space Station's hull points (health) are lowered by the	
2 amount of damage a large cannon projectile does	
Expected Results Space Station's shield or hull takes damage.	
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Execution Summary	
Status:	
Tester:	
Date Completed:	
Test Case Name: Small Shotgun projectile hits a Space Station	
Test ID:	
Setup: A small shotoun projectile hits a Space Station	
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smeso resum is rowered by the amount of damage a small	
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Ensure that if the Space Stations shields are inactive, the Space Stations shields are inactive, the Space Station's Null points (health) are toweed by the 2 amount of dranges a mail strologue projectile does	
Expected Results Space Station's sheld or hull takes damage.	
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Execution Summary	
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Date Completed:	
Test Case Name: Medium shotgun projectile hits a Space Station	
Test ID:	
Setup: A medium shotgun projectile hits a Space Station	
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ID Test Step/Substep	
Ensure that if the Space Station's shields are active, the	
Ensure that if the Space Station's shields are active, the shield health is ownered by the amount of damage a 1 medium shotgan projectic Bockee does	
1 medium shotgun projectile does	
Ensure that if the Space Stations shields are inactive, the Space Stations shields are inactive, the Space Station's his ling brink (health) are loweed by the 2 amount of damage a medium shotgun projectile does	
Space Station's hull points (health) are lowered by the	
2 amount of damage a medium shotgun projectile does	
Expected Results Space Station's shield or hull takes damage.	
Execution Summary	
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Date Completed:	
Test Case Name: Large Shotgun projectile hits a Space Station	
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Test ID:	
Setup: A large Shotgun projectile hits a Space Station	
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sheld health is lowered by the amount of damage a large 1 Shodgan projectile does 1 Shodgan projecti	
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Ensure that if the Space Stations shelds are inactive, the Space Station points health are lowered by the Space Station points health are lowered by the 2 amount of damage a large Stotgun projectile does Expected Results Space Station's shield or hull takes damage.	
Expected Results Space Station's shield or hull takes damage.	
Expected Results Space Station's shield or hull takes damage.	
Execution Summary	
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Late Complete: Test Case Name: Small Beam projectile hits a Space Station	
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Setup: A small beam projectile his a Space Station Test StreSubstee D	
ID Test Step/Substep	
ID rest Steps Dusterp Ensure that the Space Station's shields are active, the shield health is lowered by the amount of damage small to been would mit. 1 been would mit.	
1 beam would inflict.	
Ensure that if the Space Stations shields are inactive, the	
Ensure that if the Space Stations shields are inactive, the Space Station's hull points (health) are lowered by the 2 amount of span small beam would inflict.	
Ensure beam does damage for as long as it pensists and 3 is hilling the sessions.	
3 is hitting the Space Station	
Expected Results Space Station's shield or hull takes damage.	
Execution Summary	
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Tester:	
Date Completed:	
Test Case Name: Medium Beam projectile hits a Space Station	
Test ID:	
Setup: A Medium beam projectile hits a Space Station	
ID Test Step/Substep	
Ensure that if the Space Station's shields are active, the shield health is lowered by the amount of damage 1 Medium beam would inflict.	
shield health is lowered by the amount of damage 1 Medium heam waith fulfic!	
Ensure that if the Space Stations shields are inactive, the	
Ensure that if the Space Stations shields are inactive, the Space Station's half point (settl) are towered by the 2 amount of bandape Medium beam would inflict.	
2 amount of damage Medium beam would inflict.	
Ensure beam does damage for as long as it pensists and 3 is hilling beam does damage for as long as it pensists and 3 is hilling the state of the st	
Expected Results Space Stations sheld or hull takes damage.	
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setup: A Large beam projectile hits a Space Station	
D Test Step/Studen	
The state of the Space Station's shields are active, the	
inheid health is lowered with an inheid health is lowered by the amount of demange Large. Them would inflict.	
1 beam would inflict.	
Ensure that if the Space Stations shields are inactive, the	
Ensure that if the Space Stations shields are inactive, the Space Station's half point (settl) are towered by the 2 amount of base tape beam would indict.	
Ensure beam does damage for as long as it persists and	
Ensure beam does damage for as long as it pensists and 3 is hilling the Sept Station .	
Expected Results Space Station's shield or hull takes damage.	
Execution Summary	
Status:	
Tester:	
Date Completed:	
Test Case Name: Small Disruptor projectile hits a Space Station	
Test ID:	
Setup: A small disruptor projectile hits a Space Station	
Ensure that the entire Space Station Recease for the amount of the station feet and disruptor projection will receive the common of the station feet and station of the sta	
Expected Results Space Station forecase Expected Results Space Station Freezes	
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Test Case Name: Modium Discustor projectile bits a Segge Station	
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Test ID: Setup: A Medium disruptor projectile hits a Space Station	
ID Test Sten/Substen	
Ensure that the entire Space Station freezes for the	
Ensure that the entire Space Station freezes for the amount of time a Medium disruptor projectile will freeze it 1 for.	
1 for	
Expected Results Space Station Freezes	
Execution Summary Status:	
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Date Completed:	
Test Case Name: Large Disruptor projectile hits a Space Station	
Test ID:	
Setup: A Large disruptor projectile hits a Space Station	
rest displacement Ensure that the entire Space Station freezes for the amount of time a Large disruptor projectile will freeze it 1 for. 1 for.	
1 for.	
Expected Results Space Station Freezes	
Execution Summary	
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Status: Tester: Date Completed:	
Status: Tester: Date Completed: Test case Name: Small Missie projectile hits a Space Statton	
Status: Tester: Date Completed:	

Setup:	A small missile projectile hits a Space Station		
	Test Step/Substep		
	Ensure that if the Space Station's shields are active, the		
	Ensure that if the Space Station's shields are active, the shields take the amount of damage inflicted by a small		
1	missile		
	Ensure that if the Space Station's shields are inactive, the		
2	Ensure that if the Space Station's shields are inactive, the Space Station's hull(direct hp) take the amount of damage inflicted by a small missile		
Expected Results	Space Station or it's shields take damage		
Execution Summary			
Status:			
Status: Tester:			
Tester: Date Completed:			
	Madium Missila projectila bita a Casas Ct-1		
	Medium Missile projectile hits a Space Station		
Test ID:			
	A Medium missile projectile hits a Space Station		
ID ID	Test Step/Substep		
	Ensure that if the Space Station's shields are active, the shields take the amount of damage inflicted by a Medium		
	Ensure that if the Space Station's shields are inactive, the Space Station's hull(direct hp) take the amount of damage		
	Space Station's hull(direct hp) take the amount of damage		
2	inflicted by a Medium missile		
Expected Results	Space Station or it's shields take damage		
Execution Summary			
Status:			
Tester:			
Date Completed:			
	Large Missile projectile hits a Space Station		
Test ID:			
Setup:	A Large missile projectile hits a Space Station		
ID	Test Step/Substep		
	Ensure that if the Space Station's shields are active, the shields take the amount of damage inflicted by a Large		
	shields take the amount of damage inflicted by a Large missile		
	Ensure that if the Space Station's shields are inactive, the Space Station's hull(direct hp) take the amount of damage		
2	inflicted by a Large missile		
Expected Results	Space Station or it's shields take damage		
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Execution Summary			
Status:			
Tester:			
Date Completed:			
Tast Casa Nama:	Small Torpedo projectile hits a Space Station		
Test ID:	, and projection and a special control		
Test ID:	A small Torpedo projectile hits a Space Station		
	A small Torpedo projectile fills a Space Station Test Step/Substep		
IU III	Fineurs that if the Share Station's chiefds are active the		
	Ensure that if the Space Station's shields are active, the shields take the amount of damage inflicted by a small		
	Torpedo		
	Ensure that if the Space Station's shields are inactive, the Space Station's hull(direct hp) take the amount of damage inflicted by a small Torpedo		
2	opace orange inflicted by a small Toroedo		
Exnected Results	Space Station or it's shields take damage		
Expeditor results			
Execution Summary			
Status:			
Status: Tester:			
Tester: Date Completed:			
Date Completed:	Medium Torpedo projectile hits a Space Station		
Test Case Name:	medium Torpedo projectile mis a Space Station		
Test ID:	A Medium Torpedo projectile hits a Space Station		
Setup:	A Medium Torpedo projectile hits a Space Station Test Step/Substep		
ID .	Ensure that if the Conce Station's ship!		
	Ensure that if the Space Station's shields are active, the shields take the amount of damage inflicted by a Medium		
	Torpedo		
	Ensure that if the Space Station's shields are inactive, the Space Station's hull(direct hp) take the amount of damage inflicted by a Medium Torpedo		
	Space Station's hull(direct hp) take the amount of damage		
2	inflicted by a Medium Torpedo Space Station or it's shields take damage		
Expected Results	opace orange or it's smellas take damage		
Execution Summary			
Status:			
Tester:			
Date Completed:			
Test Case Name:	Large Torpedo projectile hits a Space Station		
Test ID:			
	A Large Torpedo projectile hits a Space Station		
ID	Test Step/Substep		
	Test Step/Substep Ensure that if the Space Station's shields are active, the shields take the amount of damage inflicted by a Large Torpedo		
	srieius take the amount of damage inflicted by a Large Tornedo		
'	Enouge that if the Space Station's chiefds are inactive the		
	Ensure that if the Space Station's shields are inactive, the Space Station's hull(direct hp) take the amount of damage inflicted by a Large Torpedo		
2	inflicted by a Large Torpedo		
Expected Results	Space Station or it's shields take damage		
Execution Summary			
Status:			
Tester:			
Date Completed:			