

ENGINE		WEAPON		SHIELD		MEDBAY		CNPC		SNPC	
Test Case Name: Engine turns off		Test Case Name: generate small cannon		Test Case Name: shield's health lowered		Test Case Name: Respawn player(s) - Initial		Test Case Name: Spawn CNPC		Test Case Name: SNPC moves	
Test ID:		Test ID:		Test ID:		Test ID:		Test ID:		Test ID:	
Setup: ship's engine is on		Setup: game begins		Setup: shield's health is greater than zero, shield gets hit		Setup: game begins		Setup: Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		Setup: Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive, Ship View, SNPC's engine is still working	
ID		ID		ID		ID		ID		ID	
1 speed is reducing when player is not holding up button		1 player select the ship that have small cannon		1 ship weapon is able to hit the shield		1 Player(s) spawn inside the ship		1 Player(s) board SNPC		1 SNPC turns on engine	
Expected Results		2 ship spawns after engine turned off		2 shield is off when health reached zero		Player(s) appear inside their ship		2 CNPC appear in seats		2 SNPC moves	
Execution Summary		3 weapon spawns on the right slot		Expected Results		shield's health decreases according to the damage		Expected Results		CNPC health is full	
Status:		ship equipped with a small cannon		Execution Summary		Execution Summary		Execution Summary		Execution Summary	
Tester:		Expected Results		Status:		Status:		Status:		Status:	
Date Completed:		Execution Summary		Tester:		Tester:		Tester:		Tester:	
Test Case Name: Engine turns on		Test Case Name: generate medium cannon		Test Case Name: Shield is turned on by spawning into game		Test Case Name: Respawn player(s) - Respawn Timer					
Test ID:		Test ID:		Test ID:		Test ID:					
Setup: ship's engine is off		Setup: game begins		Setup: Ship view		Player(s) currently playing a gamemode, Player(s) was killed in character view (boarded in enemy ship), Respawn Timer equals 0		Test Case Name: CNPC moves Up		Test Case Name: SNPC turns right	
ID		ID		ID		ID		ID		ID	
1 speed is increasing while player is holding up button		1 player select the ship that have medium cannon		1 Ship spawn into game		1 Respawn timer equals 0		1 CNPC moves Up		1 SNPC moving	
Expected Results		2 ship spawns after game started		2 Shield turned on		2 Player(s) spawn inside the ship		CNPC moves Up		2 SNPC turns right	
3 weapon spawns on the right slot		3 weapon spawns on the right slot		Shield turned on		Player(s) appear inside previously owned ship		Expected Results		Expected Results	
Expected Results		ship equipped with a medium cannon		Execution Summary		Execution Summary		Execution Summary		Execution Summary	
Execution Summary		Execution Summary		Status:		Status:		Status:		Status:	
Status:		Expected Results		Tester:		Tester:		Tester:		Tester:	
Tester:		Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:	
Date Completed:		Test Case Name: engine's health lowered		Test Case Name: shield repair		Test Case Name: Show Respawn countdown		Test Case Name: CNPC moves Right		Test Case Name: SNPC turns left	
Test ID:		Test ID:		Test ID:		Test ID:		Test ID:		Test ID:	
Setup: engine's health is greater than zero, engine gets hit		Setup: game begins		Setup: shield is off		Player(s) currently playing a gamemode, Player(s) was recently killed in character view (boarded in enemy ship), Previously owned ship is still alive, At least one member on same team is still alive		Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive, Ship View, SNPC's engine is on	
ID		ID		ID		ID		ID		ID	
1 player is able to hit the engine		1 player select the ship that have large cannon		1 player is able to interact with the shield		1 Player(s) is killed in enemy ship		1 CNPC moves Right		1 SNPC moving	
2 ship speed reduces base on engine's health percentage		2 ship spawns after game started		2 player is able to repair the shield only when it is not getting hit		2 View of medbay in previously owned ship		CNPC moves Right		2 SNPC turns left	
3 engine is off when health reached zero		3 weapon spawns on the right slot		Expected Results		3 Timer appears on top of medbay		Expected Results		Expected Results	
Expected Results		engine's health decreases according to the damage		shield is turn back on after reparation		Expected Results		Expected Results		Expected Results	
Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary	
Status:		Expected Results		Status:		Status:		Status:		Status:	
Tester:		Execution Summary		Tester:		Tester:		Tester:		Tester:	
Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:	
Test Case Name: engine's health repair		Test Case Name: generate large cannon		Test Case Name: shield's health regenerates		Test Case Name: Respawn Timer Counts down		Test Case Name: CNPC moves Down		Test Case Name: SNPC fires small cannon	
Test ID:		Test ID:		Test ID:		Test ID:		Test ID:		Test ID:	
Setup: engine's health is lower than the original		Setup: game begins		Setup: shield is on, shield health is lower than the original		Player(s) currently playing a gamemode, Player(s) was recently killed in character view (boarded in enemy ship), Previously owned ship is still alive, Respawn Timer appears		Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive, Ship View, SNPC small cannon is still working, SNPC has small cannon module, CNPC controlling small cannon module	
ID		ID		ID		ID		ID		ID	
1 player is able to interact with the engine		1 player select the ship that have small shotgun		1 shield's health regenerates while not getting hit		1 Timer counts down towards zero		1 CNPC moves Down		1 SNPC fires small cannon	
2 player is able to repair the engine only when it is not getting hit		2 ship spawns after game started		shield's health increases over time		2 Timer counts down towards zero		CNPC moves Down		SNPC fires small cannon	
3 ship speed recovers base on engine health		3 weapon spawns on the right slot		Expected Results		Expected Results		Expected Results		Expected Results	
Expected Results		ship equipped with a small shotgun		Expected Results		Expected Results		Expected Results		Expected Results	
Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary	
Status:		Expected Results		Status:		Status:		Status:		Status:	
Tester:		Execution Summary		Tester:		Tester:		Tester:		Tester:	
Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:	
Test Case Name: generate medium shotgun		Test Case Name: generate small shotgun		Test Case Name: shield's health regenerates		Test Case Name: Respawn Timer Counts down		Test Case Name: CNPC moves Left		Test Case Name: SNPC fires medium cannon	
Test ID:		Test ID:		Test ID:		Test ID:		Test ID:		Test ID:	
Setup: game begins		Setup: game begins		Setup: shield is on, shield health is lower than the original		Player(s) currently playing a gamemode, Player(s) was recently killed in character view (boarded in enemy ship), Previously owned ship is still alive, Respawn Timer appears		Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive, Ship View, SNPC medium cannon is still working, SNPC has medium cannon module, CNPC controlling medium cannon module	
ID		ID		ID		ID		ID		ID	
1 player select the ship that have medium shotgun		1 player select the ship that have small shotgun		1 shield's health regenerates while not getting hit		1 Timer counts down towards zero		1 CNPC moves Left		1 SNPC fires medium cannon	
2 ship spawns after game started		2 ship spawns after game started		shield's health increases over time		2 Timer counts down towards zero		CNPC moves Left		SNPC fires medium cannon	
3 weapon spawns on the right slot		3 weapon spawns on the right slot		Expected Results		Expected Results		Expected Results		Expected Results	
Expected Results		ship equipped with a medium shotgun		Expected Results		Expected Results		Expected Results		Expected Results	
Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary	
Status:		Expected Results		Status:		Status:		Status:		Status:	
Tester:		Execution Summary		Tester:		Tester:		Tester:		Tester:	
Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:	
Test Case Name: generate large shotgun		Test Case Name: generate small shotgun		Test Case Name: shield's health regenerates		Test Case Name: Respawn Timer Counts down		Test Case Name: CNPC moves Up, Left		Test Case Name: SNPC fires medium cannon	
Test ID:		Test ID:		Test ID:		Test ID:		Test ID:		Test ID:	
Setup: game begins		Setup: game begins		Setup: shield is on, shield health is lower than the original		Player(s) currently playing a gamemode, Player(s) was recently killed in character view (boarded in enemy ship), Previously owned ship is still alive, Respawn Timer appears		Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive, Ship View, SNPC medium cannon is still working, SNPC has medium cannon module, CNPC controlling medium cannon module	
ID		ID		ID		ID		ID		ID	
1 player select the ship that have large shotgun		1 player select the ship that have small shotgun		1 shield's health regenerates while not getting hit		1 Timer counts down towards zero		1 CNPC moves Up, Left		1 SNPC fires medium cannon	
2 ship spawns after game started		2 ship spawns after game started		shield's health increases over time		2 Timer counts down towards zero		CNPC moves Up, Left		SNPC fires medium cannon	
3 weapon spawns on the right slot		3 weapon spawns on the right slot		Expected Results		Expected Results		Expected Results		Expected Results	
Expected Results		ship equipped with a large shotgun		Expected Results		Expected Results		Expected Results		Expected Results	
Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary		Execution Summary	
Status:		Expected Results		Status:		Status:		Status:		Status:	
Tester:		Execution Summary		Tester:		Tester:		Tester:		Tester:	
Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:		Date Completed:	

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