	Ship	CPlayer	SPlayer		Junk
Test Case Name	e: Ship Runs into Ship	Test Case Name: Player Moves Forward	Test Case Name: Player Takes a Seat	Test Case Name:	Junk Generation
Test II	D: 1	Test ID: 1	Test ID: 1	Test ID:	1
Setu	p: Game is currently being played	You're currently playing the Game and in the Character View	Setup: You're currently playing the Gan	ne Setup:	The Game is being run
ID	Test Step/Substep	ID Test Step/Substep	ID Test Step/Substep	ID	Test Step/Substep
	1 One ship collides with another	Check to see if you are in the Character View	Check to make sure you are with the Seat's range		Check to see that the Junk Spawner exists
Expected Resul	its Both ships bounce and take dmg	2 Press the Move Forward Input Key	Check to make sure the Seat is currently unoccupied	2	Check to see that the Junk can I spawned
		Expected Results Character Moves Forward	3 Press the Interact Button	Expected Results	Junk is generated
		·	You are now in the Seat and har full control over the functionality		
ecution Summary			Expected Results the Seat		
Statu	S:	Execution Summary		Execution Summary	
Teste	er:	Status:	Execution Summary	Status	
Date Complete	d:	Tester:	Status:	Tester	
		Date Completed:	Tester:	Date Completed:	
			Date Completed:		
Test Case Name	e: Ship is Destroyed	Test Case Name: Player Moves Backward	Test Case Name: Player Leaves Seat	Test Case Name:	Junk Takes Damage
Test II		Test ID: 2	Test ID: 2	Test ID:	
	p: Game is currently being played	You're currently playing the Game Setup: and in the Character View	Setup: You're currently playing the Gan		The Game is being run
ID	Test Step/Substep	ID Test Step/Substep	ID Test Step/Substep	ID	Test Step/Substep
		Check to see if you are in the		.=	
	1 Ship's hull value is above zero	Character View Press the Move Backwards Input	1 Check to see if you are in a Sea	1	The Junk is hit by a projectile The Junk takes damage from th
	2 Allow Ship to take hull damage	2 Key	2 Press the Interact Button	Expected Results	
Expected Resul	The Ship's hull value reaches zero and the Ship is destroyed	Expected Results Your character moves backward	Your Character Leaves the Seat and return to standard character Expected Results control		
				Execution Summary	
recution Summary		Execution Summary	Execution Summary	Status	
Statu	IS:	Status:	Status:	Tester	
Teste		Tester:	Tester:	Date Completed:	
Date Complete		Date Completed:	Date Completed:		
Test Case Name	e: Homer Class is Generated	Test Case Name: Player Moves Left	Test Case Name: Player Detaches Weapon	Test Case Name:	Junk Is Destroyed
Test II	D: 3	Test ID: 3	Test ID: 3	Test ID:	
Setu	p: Game is currently loaded	You're currently playing the Game Setup: and in the Character View	You're currently playing the Gan Setup: and in the Character View	ie	The Game is being run
ID	Test Step/Substep	ID Test Step/Substep	ID Test Step/Substep	ID	Test Step/Substep
	Check correct hull health value	Check to see if you are in the 1 Character View	Check to see if you are in range 1 the Weapon	of	Check to see that the Junk's he is above zero
		513233	Check to see that a Weapon is currently attached to the Weapo		Allow the Junk to take damage
	2 Check correct shield health value	2 Press the Move Left Input Key	2 Port		the point of reaching zero health
				Francisco Decreto	The Junk is destroyed
	3 Check the correct speed value	Expected Results Character Moves Left	3 Press the Interact Button	Expected Results	
	3 Check the correct speed value Check to see that 3 small Cannons 4 are spawned	Expected Results Character Moves Left	3 Press the Interact Button The Weapon Detaches from the Port and is currently equiped on Expected Results Player		
	Check to see that 3 small Cannons	Expected Results Character Moves Left Execution Summary	The Weapon Detaches from the Port and is currently equiped on		
	Check to see that 3 small Cannons 4 are spawned Homer Class and all components	·	The Weapon Detaches from the Port and is currently equiped on	the	
Expected Resul	Check to see that 3 small Cannons 4 are spawned Homer Class and all components	Execution Summary	The Weapon Detaches from the Port and is currently equiped on Expected Results Player	the Execution Summary	
Expected Resul	Check to see that 3 small Cannons 4 are spawned Homer Class and all components ts are generated	Execution Summary Status:	The Weapon Detaches from the Port and is currently equiped on Expected Results Execution Summary	Execution Summary Status:	
Expected Resul ecution Summary Statu	Check to see that 3 small Cannons 4 are spawned Homer Class and all components are generated	Execution Summary Status: Tester:	Execution Summary The Weapon Detaches from the Port and is currently equiped on Player Execution Summary Status: Tester:	Execution Summary Status:	
Expected Resul xecution Summary	Check to see that 3 small Cannons 4 are spawned Homer Class and all components ts are generated ss:	Execution Summary Status: Tester:	The Weapon Detaches from the Port and is currently equiped on Expected Results Execution Summary Status:	Execution Summary Status:	
Expected Resul xecution Summary Statu Teste	Check to see that 3 small Cannons 4 are spawned Homer Class and all components ts are generated ss:	Execution Summary Status: Tester:	Execution Summary The Weapon Detaches from the Port and is currently equiped on Player Execution Summary Status: Tester:	Execution Summary Status:	
Expected Resul Execution Summary Statu Teste Date Complete	Check to see that 3 small Cannons 4 are spawned Homer Class and all components ts are generated ss:	Execution Summary Status: Tester:	Execution Summary The Weapon Detaches from the Port and is currently equiped on Player Execution Summary Status: Tester:	Execution Summary Status: Tester: Date Completed:	Junk Interacts with Object

	Ship		CPlayer		SPlayer		Junk
			You're currently playing the Game		You're currently playing the Game		
	Setup: Game is currently loaded	Setup:	and in the Character View		and in the Character View	·	The Game is being run
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep
	1 Check correct hull health value	1	Check to see if you are in the Character View	1	Check to see if you are in range of a Weapon Port	1	Junk collides with an Object
	Check correct shield health value		Press the Move Right Input Key		Check to see that the Weapon Port is empty	Expected Results	The Junk and the Object take damage and both of their velocities
	3 Check the correct speed value		Character Moves Right		Check to see that the Player is holding a Weapon	,,,,,,	3.
	Check the correct speed value Check to see that 1 small Torpedo 4 is spawned	Expedied Results	Character Moves Right		The Weapon is removed from the Player and is attached to the Ship	Execution Summary	
Exped	Apollo Class and all components are generated	Execution Summary				Status:	
		Status:		Execution Summary		Tester:	
Execution Summary		Tester:		Status		Date Completed:	
	Status:	Date Completed:		Tester			
	Tester:			Date Completed:			
Date	Completed:						
Test C	Case Name: Atlas Class is Generated		Stop Moving Forward		Player Drops a Weapon		
	Test ID: 5	Test ID:		Test ID:			
	Setup: Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Character View		
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
	1 Check correct hull health value		You're holding down the Forward Move Input Key	1	Check to see that you are holding a Weapon		
	2 Check correct shield health value		Let go of the Forward Move Input Key	2	Press and hold the Interact Button		
	3 Check the correct speed value	Expected Results	Character Stops Moving Forward	Expected Results	Your Character Drops the Weapon on the location of the Player and restores Player to original functionality		
	Check to see that 1 small Cannon is spawned						
Exped	Atlas Class and all components are generated	Execution Summary		Execution Summary			
		Status:		Status			
Execution Summary		Tester:		Tester			
	Status:	Date Completed:		Date Completed:			
Date	Tester: Completed:						
Teet C	Case Name: Harpy Class is Generated	Toet Caso Name	Stop Moving Backwards	Tost Caso Namo	Player Picks Up a Weapon		
1651 0	Test ID: 6	Test ID:		Test ID:			
	Setup: Game is currently loaded		You're currently playing the Game and in the Character View		You're currently playing the Game and in the Character View		
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep		
	Check correct hull health value		You're holding down the Backward Move Input Key	1	Check to see that you are not holding a Weapon		
	2 Check correct shield health value		Let go of the Backward Move Input Key		Press the Interact Button		
	3 Check the correct speed value		Character Stops Moving	Expected Results	Your Character picks up the Weapon on the location of the		
	Check to see that 2 small Beams	Expected Results	Dackwalus	Expected Results	i layel		
Evner	4 are spawned Harpy Class and all components are generated	Execution Summary		Execution Summary			
Схрес	die generateu	Status:		Status	-		
Execution Summary		Tester:		Tester			
Execution Summary	Status:	Date Completed:		Date Completed:			
		Date Completed:		Date Completed:			
	Tester:						

	Ship		CPlayer		SPlayer	Junk
Γ	Date Completed:					
Te	est Case Name: Odysseus Class is Generated	Test Case Name:	Stop Moving Left	Test Case Name:	Ship Begins Docking Mechanism	
	Test ID: 7	Test ID:	7	Test ID:	7	
	O-t		You're currently playing the Game	0-4	You're currently playing the Game	
	Setup: Game is currently loaded		and in the Character View	·	and in the Ship View	
ID	Test Step/Substep		Test Step/Substep You're holding down the Left Move	ID	Test Step/Substep Check to see that you are in the	
	1 Check correct hull health value		Input Key	1	Pilot's Seat	
					Check to see that you are in range	
	2 Check correct shield health value	2	Let go of the Left Move Input Key	2	of the Enemy Ship	
	3 Check the correct speed value	Expected Results	Character Stops Moving Left	3	Check to see that the Enemy Ship's Engines have been Disabled	
	Check to see that 1 small Cannon			_		
	4 and 1 small Beam are spawned			4	Press the Docking Button	
E	Odysseus Class and all expected Results components are generated			Expected Results	The Ship Begins its Docking Mechanism and swings close to the Enemy Ship. Docking Function is turned on	
Execution Summar	-	Execution Summary		Execution Summary		
	Status:	Status:		Status:		
	Tester:	Tester:		Tester:		
Е	Date Completed:	Date Completed:		Date Completed:		
-	Athene Oleve is Commented	Total Octob Name	Otan Marrian Diabt	T+ 0 N	Ohio Dalassas Dashina Mashanian	
16	est Case Name: Athens Class is Generated Test ID: 8	Test Case Name: Test ID:		Test ID:	Ship Releases Docking Mechanism	
	Test ID: 8	Test ID:	You're currently playing the Game	Test ID:	You're currently playing the Game	
	Setup: Game is currently loaded	Setup:	and in the Character View	Setup:	and in the Ship View	
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep	
	1 Check correct hull health value		You're holding down the Right Move Input Key	1	Check to see that you are in the Pilot's Seat	
					Check to see that your Ship is currently Docked on the Enemy	
	2 Check correct shield health value		Let go of the Right Move Input Key		Ship	
	3 Check the correct speed value	Expected Results	Character Stops Moving Right	3	Press the Docking Button	
	Check to see that 2 small missiles 4 are spawned			Expected Results	The Ship Begins its Docking Mechanism and swings close to the Enemy Ship. Docking Function is turned on	
_	Athens Class and all components	F				
E	expected Results are generated	Execution Summary Status:		Execution Summary		
Execution Summar	nny	Status: Tester:		Status:		
Execution outilitial	Status:	Date Completed:		Tester:		
	Tester:	Date Completed.		Date Completed:		
Г	Date Completed:			Date completed.		
Te	est Case Name: Hyperion Class is Generated	Test Case Name:	Continue Moving Forward	Test Case Name:	Player Boards a Ship	
	Test ID: 9 Test ID: 9		Test ID:			
	Setup: Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Character View	
ID		ID	Test Step/Substep	ID	Test Step/Substep	
	Check correct hull health value		You're holding down the Forward Move Input Key	1	Check to see that the current Ship is docked to another Ship	
			Character Continues Moving		Check to see if the Player is within	
	2 Check correct shield health value	Expected Results	Forward		Boarding Range	
	3 Check the correct speed value			3	Press the Boarding Button	
	Check to see that 1 medium shotgun is spawned	Execution Summary		Expected Results	The Player transfers Ships and the Player's view changes to the new Ship	

Ship		CPlayer			SPlayer	Junk	
	Hyperion Class and all components						
Expecte	ed Results are generated	Status:					
		Tester:		Execution Summary			
Execution Summary	2	Date Completed:			atus:		
	Status:				ester:		
D-4- 0	Tester:			Date Compl	eted:		
Date C	ompleted:						
					Player Activates Manual Docking		
Test Cas	se Name: Minotaur Class is Generated	Test Case Name:	Continue Moving Backwards	Test Case Na	ame: Override		
	Test ID: 10	Test ID:	10	Tes	st ID: 10		
			You're currently playing the Game		You're currently playing the Game		
	Setup: Game is currently loaded		and in the Character View		etup: and in the Character View		
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep		
	1 Check correct hull health value		You're holding down the Backward Move Input Key		Check to see that the current Ship 1 is docked to another Ship		
	2 Check correct shield health value	Expected Results	Character Continues Moving Backwards		Check to see if the Player is within the range of the Docking Station		
					Check to see that the Manual Docking Override Switch is able to		
	3 Check the correct speed value Check to see that 2 small Cannons				3 be Triggered		
	4 and 1 small Disruptor are spawned	Execution Summary			4 Press the Interact Button		
Expecte	Minotaur Class and all components are generated	Status:		Expected Re	The Docking Mechanism is released and Ship Functionality is sults Restored		
		Tester:					
xecution Summary		Date Completed:		Execution Summary			
	Status:			St	atus:		
	Tester:			Te	ester:		
Date C	ompleted:			Date Compl	eted:		
Test Cas	se Name: Achilles Class is Generated	Test Case Name:	Continue Moving Left	Test Case Na	ame: Player Activates Forward Thrusters		
	Test ID: 11	Test ID:	11	Tes	st ID: 11		
	Setup: Game is currently loaded	Setup:	You're currently playing the Game and in the Character View		You're currently playing the Game and in the Ship View		
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep		
	1 Check correct hull health value		You're holding down the Left Move Input Key		Check to see if the Player is in the Pilot Seat		
	2 Check correct shield health value	Expected Results	Character Continues Moving Left		Check to see if the Ship's Engines are functional		
	3 Check the correct speed value				You are pressing the Forward 3 Move Input Key		
	·	Execution Summary		Expected Re	sults The Ship gains forward force		
Fynerte	Achilles Class and all components are generated	Status:					
Ехреске	are generated	Tester:		Execution Summary			
xecution Summary		Date Completed:			atus:		
	Status:				ester:		
	Tester:			Date Compl			
Date C	ompleted:						
Test Ca	se Name: Ares Class is Generated	Test Case Name:	Continue Moving Right	Test Case Na	ame: Player Activates Left Thrusters		
	Test ID: 12	Test ID:			st ID: 12		
	Setup: Game is currently loaded		You're currently playing the Game and in the Character View		You're currently playing the Game and in the Ship View		
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep		
			You're holding down the Right		Check to see if the Player is in the		
	Check correct hull health value		Move Input Key		1 Pilot Seat		

2 Check correct shield health value Expected Results Character Continues Moving Right 2 are functional	f the Ship's Engines ing the Left Move s leftward force
Check correct shield health value	ing the Left Move
Check to see that 2 missiles are 4 spawned	
Check to see that 2 missiles are spawned Execution Summary Expected Results Parked Results Status: Expected Results Generated Status: Execution Summary Date Completed: Execution Summary Execution Summary Date Completed:	s leftward force
Spawned Execution Summary Execution Summ	s leftward force
Expected Results generated Status: Tester: Execution Summary Date Completed: Execution Summary Status: Tester: Date Completed: Date Completed:	
Tester: Execution Summary Execution Summary Date Completed: Status: Status: Tester: Date Completed: Date Completed:	
Execution Summary Date Completed: Status: Status: Tester: Tester: Date Completed:	
Status: Tester: Tester: Date Completed:	
Tester: Date Completed:	
·	
Date Completed:	
Player Animates When Moving	
Test Case Name: Oceanus Class is Generated Test Case Name: Forward Test Case Name: Player Activate	es Right Thrusters
Test ID: 13 Test ID: 13 Test ID: 13	
You're currently playing the Game You're currently	ly playing the Game
Setup: Game is currently loaded Setup: and in the Character View Setup: and in the Ship	o View
ID Test Step/Substep ID Test Step/Substep ID Test Step/Sub	
Check to see if you are in the Check to see if Check to see if Policy Check Check to see if Policy Check	f the Player is in the
	f the Ship's Engines
2 Check correct shield health value 2 Press the Move Forward Input Key 2 are functional	The Only's Engines
The Moving Forward Animation You are pressir	ing the Right Move
3 Check the correct speed value Expected Results triggers on the Character Sprite 3 Input Key	
Check to see that 1 medium Cannon and 2 small Beams are	
4 spawned Expected Results The Ship gains	s rightward force
Oceanus Class and all components	
Expected Results are generated Execution Summary	
Status: Execution Summary	
Execution Summary Tester: Status:	
Status: Date Completed: Tester:	
Tester: Date Completed:	
Date Completed:	
Player Animates When Moving Test Case Name: Gorgon Class is Generated Test Case Name: Backward Test Case Name: Player Activate	es Reverse Thrusters
Test ID: 14 Test ID: 14 Test ID: 14	
	ly playing the Game
Setup: Game is currently loaded Setup: and in the Character View Setup: and in the Ship	o View
ID Test Step/Substep ID Test Step/Substep ID Test Step/Substep	
Check to see if you are in the Check correct hull health value Check to see if you are in the Check to see if you are in the Check to see if you are in the Pilot Seat	f the Player is in the
	f the Ship's Engines
Press the Move Backward Innut	i die Onip's Engines
Press the Move Backward Input Check to see if Check correct shield health value 2 Key 2 are functional	ing the Reverse
2 Check correct shield health value 2 Key 2 are functional The Moving Backward Animation You are pressir	-
2 Check correct shield health value 2 Key 2 are functional The Moving Backward Animation You are pressir Check the correct speed value Expected Results triggers on the Character Sprite 3 Move Input Key	ey -
2 Check correct shield health value 2 Key 2 are functional The Moving Backward Animation You are pressir Check the correct speed value Expected Results triggers on the Character Sprite 3 Move Input Key Check to see that 1 medium Beam	y -
2 Check correct shield health value 2 Key 2 are functional The Moving Backward Animation You are pressir Check the correct speed value Expected Results triggers on the Character Sprite 3 Move Input Key	ey ey
2 Check correct shield health value 2 Key 2 are functional You are pressing Move Input Key 2 The Moving Backward Animation 1 You are pressing Move Input Key 2 The Moving Backward Animation 2 You are pressing Move Input Key 3 Move Input Key 4 Missiles are spawned 5 Expected Results 4 Missiles are spawned 6 Gorgon Class and all components	ey
Check correct shield health value Check the correct speed value Check to see that 1 medium Beam and 1 small Disruptor and 2 small A Missiles are spawned Corgon Class and all components are generated Execution Summary Key The Moving Backward Animation Triggers on the Character Sprite Expected Results The Moving Backward Animation Triggers on the Character Sprite Expected Results The Ship gains	ey ey
Check correct shield health value 3 Check the correct speed value Check to see that 1 medium Beam and 1 small Disruptor and 2 small Expected Results Expected Results Correct Results Expected Results Expected Results Check to see that 1 medium Beam and 1 small Disruptor and 2 small Expected Results Expected Results Corgon Class and all components are generated Execution Summary Execution Summary Execution Summary A key The Moving Backward Animation Triggers on the Character Sprite Expected Results Expected Results Expected Results Expected Results Execution Summary Execution Summary	ey
2 Check correct shield health value 2 Key 2 are functional The Moving Backward Animation 3 Check the correct speed value Expected Results Check to see that 1 medium Beam and 1 small Disruptor and 2 small Missiles are spawned Gorgon Class and all components are generated Execution Summary Execution Summary Key 2 are functional The Moving Backward Animation Triggers on the Character Sprite 3 Move Input Key 4 Woven the Character Sprite 4 Moving Backward Animation Triggers on the Character Sprite 5 Move Input Key 4 Woven the Character Sprite 5 Move Input Key 4 Woven the Character Sprite 5 Move Input Key 5 Move Input Key 5 Move Input Key 5 Move Input Key 6 Move Input Key 6 Move Input Key 6 Move Input Key 7 Move Input Key 8 Move Input Key 9 Move In	ey
2 Check correct shield health value 2 Key 3 Check correct shield health value 3 Check the correct speed value 4 Check to see that 1 medium Beam and 1 small Disruptor and 2 small 4 Missiles are spawned Corgon Class and all components are generated Execution Summary Execution Summary Check to see that 1 medium Beam and 1 small Disruptor and 2 small 4 Missiles are spawned Expected Results Execution Summary Execution Summary Tester: Date Completed: Execution Summary 2 Key 3 are functional You are pressing Nove Input Key The Ship gains Execution Summary Execution Summary Execution Summary Tester: Status: Date Completed: Execution Summary Tester:	ey ey
Check correct shield health value Check the correct speed value Check the correct speed value Check to see that 1 medium Beam and 1 small Disruptor and 2 small Expected Results Expected Result	ey
2 Check correct shield health value 3 Check the correct speed value Check the correct speed value Check to see that 1 medium Beam and 1 small Disruptor and 2 small 4 Missiles are spawned Expected Results Expec	ey
2 Check correct shield health value 3 Check the correct speed value Check the correct speed value Check to see that 1 medium Beam and 1 small Disruptor and 2 small 4 Missiles are spawned Gorgon Class and all components are generated Execution Summary Execution Summary Execution Summary Status: Date Completed: Check to see that 1 medium Beam and 1 small Disruptor and 2 small Missiles are spawned Expected Results Fexecution Summary Execution Summary Tester: Date Completed: Check the correct speed value Expected Results The Moving Backward Animation The Moving Backward Animation The Moving Backward Animation The Shory of the Character Sprite Status: Execution Summary Execution Summary The Ship gains	ey
Check correct shield health value Check the correct speed value Check to see that 1 medium Beam and 1 small Disruptor and 2 small Expected Results Expecte	s a reverse force

Ship			CPlayer		SPlayer	Junk
Test ID: 15		Test ID:		Test ID:	-	
	s currently loaded		You're currently playing the Game and in the Character View		You're currently playing the Game and in the Ship View	
		·			·	
ID Test St	ep/Substep		Test Step/Substep	ID	Test Step/Substep	
1 Check of	correct hull health value	1	Check to see if you are in the Character View	1	Check to see if the Player is in the Pilot Seat	
2 Check of	correct shield health value		Press the Move Left Input Key	2	Check to see if the Ship's Engines are functional	
3 Check t	he correct speed value	Expected Results	The Moving Left Animation triggers on the Character Sprite	3	You are releasing the Forward Move Input Key	
Cannon 4 spawne				Expected Results	The Ship stops gaining forward force	
Jason C Expected Results are gen	Class and all components erated	Execution Summary				
		Status:		Execution Summary		
Execution Summary		Tester:		Status:		
Status:		Date Completed:		Tester:		
Tester:				Date Completed:		
Date Completed:						
_ 3.0 comp.cod.						
			S			
Test Case Name: Hades 0	Class is Generated	Test Case Name:	Player Animates When Moving	Test Case Name	Player Stops Left Thrusters	
Test ID: 16	olaco lo Generatea	Test ID:	•	Test ID:	, ,	
Test ID. 10			You're currently playing the Game	rest ID:	You're currently playing the Game	
Setup: Game is	s currently loaded	Setup:	and in the Character View	Setup:	and in the Ship View	
	ep/Substep	-	Test Step/Substep	ID	Test Step/Substep	
	.,,		Check to see if you are in the		Check to see if the Player is in the	
1 Check of	correct hull health value		Character View	1	Pilot Seat Check to see if the Ship's Engines	
2 Check o	correct shield health value		Press the Move Right Input Key	2	are functional	
3 Check t	he correct speed value	Expected Results	The Moving Right Animation triggers on the Character Sprite	3	You are releasing the Left Move Input Key	
	o see that 1 Large Missile mall Beams are spawned			Expected Results	The Ship stops gaining leftward force	
Hades (Expected Results are gen	Class and all components erated	Execution Summary				
		Status:		Execution Summary		
Execution Summary		Tester:		Status:		
Status:		Date Completed:		Tester:		
Tester:				Date Completed:		
Date Completed:				Date completed.		
			Player Stops Playing Forward			
Test Case Name: Prometi	heus Class is Generated	Test Case Name:		Test Case Name:	Player Stops Right Thrusters	
Test ID: 17		Test ID:	17	Test ID:	17	
Setup: Game is	s currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View	
	ep/Substep		Test Step/Substep	ID	Test Step/Substep	
	correct hull health value		You're holding down the Forward Move Input Key		Check to see if the Player is in the Pilot Seat	
			You let go of the Forward Move		Check to see if the Ship's Engines	
	correct shield health value		Input Key The Forward Animation stops		are functional You are releasing the Right Move	
	he correct speed value	Expected Results	playing	3	Input Key	
and 1 m 4 spawne				Expected Results	The Ship stops gaining rightward force	
Expected Results compon	heus Class and all nents are generated	Execution Summary				
	g	Status:		Execution Summary		
Execution Summary		Tester:		Status:	+	
Status:		Date Completed:		Tester:		
อเสเนร:		Date Completed:		rester:		

	Ship		CPlayer		SPlayer	Junk
	Tester:		Or layer	Date Completed:	Or layer	ounk
Data	Completed:			Date Completed.		
Date	completed.					
			Player Stops Animating When			
Test C	Case Name: Chimera Class is Generated	Test Case Name:	Moving Backward	Test Case Name:	Player Stops Reverse Thrusters	
	Test ID: 18	Test ID:		Test ID:		
			You're currently playing the Game		You're currently playing the Game	
	Setup: Game is currently loaded		and in the Character View	·	and in the Ship View	
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep	
	Check correct hull health value		You're holding down the Backward		Check to see if the Player is in the	
	Toneck correct hull health value	1	Move Input Key	1	Pilot Seat Check to see if the Ship's Engines	
	2 Check correct shield health value	2	Let go of Backward Move Input Key	2	are functional	
			The Moving Backward Animation		You are releasing the Reverse	
	3 Check the correct speed value	Expected Results	stops playing	3	Move Input Key	
	Check to see that 2 medium Torpedos and 2 medium Beams					
	and 2 medium Shotguns are				The Ship stops gaining Reverse	
	4 spawned			Expected Results		
_	Chimera Class and all components	Funantian Communication				
Expec	cted Results are generated	Execution Summary		Funantian Commercial		
F 0		Status:		Execution Summary		
Execution Summary	Otation	Tester:		Status:		
	Status:	Date Completed:		Tester:		
	Tester:			Date Completed:		
Date	Completed:					
			Diama Otana Anim " 11"		Discoss Ossatissoss 5	
Test C	Case Name: Perseus Class is Generated	Test Case Name:	Player Stops Animating When Moving Left	Test Case Name:	Player Continues Forward Thrusters	
. 201	Test ID: 19	Test ID:		Test ID:		
			You're currently playing the Game	100(13)	You're currently playing the Game	
	Setup: Game is currently loaded	Setup:	and in the Character View	Setup:	and in the Ship View	
ID	Test Step/Substep		Test Step/Substep	ID	Test Step/Substep	
			You're holding down the Left Move		Check to see if the Player is in the	
	1 Check correct hull health value	1	Input Key	1	Pilot Seat	
	2 Check correct shield health value	2	Let go of Left Move Input Key	2	Check to see if the Ship's Engines are functional	
			The Moving Left Animation stops		You are holding the Forward Move	
	3 Check the correct speed value	Expected Results	playing	3	Input Key	
	Check to see that 1 large Cannon			5	The Ship continues to gain forward	
	4 and 1 large Beam are spawned			Expected Results	Torce	
Exper	Perseus Class and all components are generated	Execution Summary				
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54.0	P					
			Player Stops Animating When			
Test C	Case Name: Zeus Class is Generated	Test Case Name:	Player Stops Animating When Moving Right	Test Case Name:	Player Continues Left Thrusters	
	Test ID: 20	Test ID:	20	Test ID:	20	
	O-t		You're currently playing the Game		You're currently playing the Game	
	Setup: Game is currently loaded		and in the Character View		and in the Ship View	
ID	Test Step/Substep		Test Step/Substep You're holding down the Right	ID	Charle to any if the Blover is in the	
	1 Check correct hull health value		You're nolding down the Right Move Input Key	1	Check to see if the Player is in the Pilot Seat	
					Check to see if the Ship's Engines	
	2 Check correct shield health value	2	Let go of Right Move Input Key	2	are functional	
		_ ,	The Moving Right Animation	_	You are holding the Left Move Input	
	3 Check the correct speed value	Expected Results	triggers on the Character Sprite	3	Key	

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3 Check the correct speed value Expected Results Check to see that 1 large Disruptor and 3 medium Cannons and 3 small Missiles are spawned Expected Results Perseus Class and all components Expected Results	
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Perseus Class and all components	
Expected Results are generated Execution Summary	
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Date Completed:	
Test Case Name: Harridge Class in Connected.	
Test Case Name: Hercules Class is Generated Test Case Name: Player Continues Firing Projectiles Test Case Name: Player Fires Ship Projectile	
Test ID: 23 Test ID: 23 Test ID: 23 You're currently playing the Game You're currently playing the Game	
Setup: Game is currently loaded Setup: and in the Character View Setup: and in the Character View Setup: and in the Ship View	
ID Test Step/Substep ID Test Step/Substep ID Test Step/Substep cannon	

Ship		CPlayer		SPlayer		Junk
Snip		or layer		Chekck to see if the Player is in the		ourn.
1 Check correct hull health value	1	The Fire Button has been pressed	1	Gunner Seat		shotgun
				Check to see if the Currently		-
2 Check correct shield health value		The Fire Button is being held down		2 Selected Weapon is functional		laser
2 Observation and control		The Player Continues to Instantiate		Describe Fire Mean		diamenta a
3 Check the correct speed value	Expected Results	Projectiles	3	Press the Fire Weapon		disruptor
Check to see that 2 large Shotguns 4 and 2 medium Beams are spawned			Expected Results	The Ship Instantiates a Projectile		missle
Hercules Class and all components			Expedied Nesdita	The only motantates a riojectic		missic
Expected Results are generated	Execution Summary					torpedos
	Status:		Execution Summary			
Execution Summary	Tester:		Status	:		
Status:	Date Completed:		Tester			
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Bate completed.						
Test Case Name: Ship Respawns	Toot Coco Name:	Player performs a Ping	Toot Case Name	: Player Stops Firing Ship Projectile		
Test ID: 24	Test ID:		Test ID:			
You are playing the game in Team	rest ID:	You're currently playing the Game	restib	You're currently playing the Game		
Setup: Death Match game mode	Setup:	and in Either View	Setup	: and in the Ship View		
ID Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
Check to make sure the specified	_			Check to see if the Player is in the		
1 Ship is detroyed	1	Player presses the Ping Button	1	Gunner Seat		
Check to see that the Ship respawn		Ping is spawned on the mouse		Check to see if the Currently		
2 timer has reached zero	Expected Results	cursor	2	Selected Weapon is functional		
The Ship is respawned on the						
location spefied by the game Expected Results controller			3	The Fire Button is lifted		
Exposica rescale sortioner				The Player stops instantiating		
	Execution Summary		Expected Results	projectiles		
Execution Summary	Status:					
Status:	Tester:		Execution Summary			
Tester:	Date Completed:		Status:	:		
Date Completed:			Tester	:		
			Date Completed:			
				Player Continues Firing Ship		
	Test Case Name:	Player receives a Global Ping	Test Case Name:	: Projectile		
	Test ID:	25	Test ID:	: 25		
		You're currently playing the Game		You're currently playing the Game		
		and in Either View		and in the Ship View		
	ID	Test Step/Substep	ID	Test Step/Substep		
		Check to see that a Global Ping	_	Check to see if the Player is in the		
	1	exists	1	Gunner Seat		
	Expected Results	Player can see the Global Ping	2	Check to see if the Currently 2 Selected Weapon is functional		
	p :::::: :oodilo	,		The Fire Button is held down		
				The Player continues instantiating		
	Execution Summary		Expected Results			
	Status:					
	Tester:		Execution Summary			
	Date Completed:		Status	:		
			Tester			
			Date Completed:			
			, and the protocol			
				Ship Gun points towards Mouse		
	Test Case Name:	Mouse moves the Cursor	Test Case Name:	Ship Gun points towards Mouse : Cursor		
	Test Case Name: Test ID:		Test Case Name: Test ID:	: Cursor		
	Test ID:	26 You're currently playing the Game	Test ID:	: Cursor : 26 You're currently playing the Game		
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	Test ID: Setup:	26 You're currently playing the Game	Test ID:	: Cursor : 26 You're currently playing the Game : and in the Ship View Test Step/Substep		
	Test ID: Setup:	26 You're currently playing the Game and in the Character View	Test ID: Setup: ID	: Cursor : 26 You're currently playing the Game : and in the Ship View		

Ship		CPlayer		SPlayer	Junk
- Only		The cursor follows the mouse			- Julik
	Expected Results		2	The Mouse moves around	
				The cursor points towards the	
			Expected Results	mouse coordinates	
	Execution Summary				
	Status:		Execution Summary		
	Tester:		Status:		
	Date Completed:		Tester:		
			Date Completed:		
	Test Case Name:	Player Takes Damage by Projectile	Test Case Name:	Switch Current Weapon to Cannon	
	Test ID:		Test ID:		
	100(12)	You're currently playing the Game	100(12)	You're currently playing the Game	
	Setup:	and in the Character View	Setup:	and in the Ship View	
	ID	Test Step/Substep	ID	Test Step/Substep	
		Check to see if the Player has		Check to see if the Player is in the	
		health	1	Gunner Seat	
		Allow the Player to get hit by a		Dress the Conner but live	
		Projectile and Take Damage	2	Press the Cannon hot key	
	Expected Results	The Player Takes Damage related to the Projectile Damage	Expected Results	The Current Weapon is set to the all the Cannons on the Ship	
	Exposica i teodito		Exposics : reduits		
	Execution Summary		Execution Summary		
	Status:		Status:		
	Tester:		Tester:		
	Date Completed:		Date Completed:		
		Diama Talaa Dan			
	Test Case Name:	Player Takes Damage by Area	Toet Case Name:	Switch current Weapon to Shotgun	
	Test ID:		Test ID:		
	Test ID.	You're currently playing the Game	rest ib.	You're currently playing the Game	
	Setup:	and in the Character View	Setup:	and in the Ship View	
		Test Step/Substep	ID .	Test Step/Substep	
		Check to see if the Player has		Check to see if the Player is in the	
		health	1	Gunner Seat	
	2	Check to see that the Ship has its Shields down	2	The Ship has a Shotgun weapon equipped	
	3	Allow the Ship to take damage from a Ship Projectile	Expected Results	The current weapon is set to all the Shotguns on the Ship	
		Check to see that the Player is in the area of the Ship that has taken damage	,		
	Expected Results	The Player Takes Damage related to the damage from the area	Execution Summary		
			Status:		
	Execution Summary		Tester:		
	Status:		Date Completed:		
	Tester:		Sate completed.		
	Date Completed:				
	Bate completed.				
	Test Case Name:	Player Dies	Toot Coop Name	Switch Current Weapon to Beam	
	Test ID:	-	Test ID:	-	
		You're currently playing the Game		You're currently playing the Game	
		and in the Character View Test Step/Substep	Setup:	and in the Ship View Test Step/Substep	
		Check to see if the Player has		Check to see if the Player is in the	
	1	health	1	Gunner Seat	
	2	Allow the Player to get hit by a Projectile and Take Damage	2	Press the Beam hot key	
		The Player's instance is destroyed		The Current Weapon is set to all the Beams on the Ship	
	Execution Summary		Execution Summary		
	Status:		Status:		

Ship	CPlayer		SPlayer	Junk	
·	Tester:	Test	-		
	Date Completed:	Date Complete			
	·				
			Switch Current Weapon to		
	Test Case Name: Player is Respawned	Test Case Nam	· ·		
	Test ID: 30	Test	D: 30		
	You're currently playing the Game and in the Character View	Setu	You're currently playing the Game and in the Ship View		
	ID Test Step/Substep	ID	Test Step/Substep		
	Check to see that the Player is		Check to see if the Player is in the		
	1 dead		1 Gunner Seat		
	Check to see that the Player respawn timer has reached zero		2 Press the Disrupter hot key		
	Check to see that a respawn station is working on the Player 3 Ship	Expected Resu	The Current Weapon is set to all the Disrupters on the Ship		
	The Player is respawned on the location specified by the respawn Expected Results station				
		Execution Summary			
	Execution Summary	Stati			
	Status:	Test			
	Tester:	Date Complete	ed:		
	Date Completed:				
			ne: Switch Current Weapon to Missiles		
		Test	D: 31		
			You're currently playing the Game and in the Ship View		
		ID	Test Step/Substep		
			Check to see if the Player is in the Gunner Seat		
			2 Press the Miss hot key		
		Expected Resu	The Current Weapon is set to all the Cannons on the Ship		
		Execution Summary			
		State Test			
		Date Complete	ed:		
		Toot Case Nam	ne: Switch Current Weapon to Torpedo		
			D: 32		
			You're currently playing the Game and in the Ship View		
		ID	Test Step/Substep		
		10	Check to see if the Player is in the 1 Gunner Seat		
			2 Press the Torpedo hot key		
		Expected Resu	The Current Weapon is set to all the Torpedos on the Ship		
		Evecution Summers			
		Execution Summary	ie.		
		State Test			
		Date Complete			
		Date Complete	Su.		
			Switch Current Weapon Fails due		
			ne: to lack of Weapon		
		Test	D: 33		
		Setu	You're currently playing the Game and in the Ship View		

Ship	CPlayer	SPlayer	Junk
Stilp	Griayei	ID Test Step/Substep	Julik
		Check to see if the Player is in the	
		1 Gunner Seat	
		Press a Weapon hot key for which	
		2 there is no weapon on the ship	
		Expected Results Current Weapon does not change	
		Execution Summary	
		Status:	
		Tester:	
		Date Completed:	
		Test Case Name: Player Scans the Area	
		Test ID: 34	
		You're currently playing the Game	
		Setup: and in the Ship View	
		ID Test Step/Substep	
		Check to see if the Player is in the 1 Technician Seat	
		Use Input Key to Change the 2 Player's Perspective	
		Expected Results The Player has increased visibility	
		Execution Summary	
		Status:	
		Tester:	
		Date Completed:	
		Test Case Name: Player performs a Global Ping	
		Test ID: 35	
		You're currently playing the Game Setup : and in the Ship View	
		ID Test Step/Substep	
		Check to see if the Player is in the 1 Technician Seat	
		Player presses the Global Ping	
		2 Button	
		Global Ping is spawned on the mouse position	
		Evacution Summany	
		Execution Summary	
		Status:	
		Tester:	
		Date Completed:	
		Test Case Name: Technician receives all Pings	
		Test ID: 36	
		You're currently playing the Game Setup: and in the Ship View	
		ID Test Step/Substep	
		Check to see if the Player is in the 1 Technician Seat	
		2 Pings were Generated Pings are displayed on the	
		Expected Results Technician's Screen	
		Execution Summary	
		Status:	
		Tester:	
		Date Completed:	
		Test Case Name: Technician scans a Module	

Ship	CPlayer	SPlayer	Junk
		Test ID: 37	
		You're currently playing the Game Setup: and in the Ship View	
		ID Test Step/Substep	
		Check that you are in the range of	
		1 the module	
		Check to see that the Module has 2 been completely destroyed	
		3 Press the Repair Button	
		The Health of the Module is Expected Results Displayed for the Technician	
		Execution Summary	
		Status:	
		Tester:	
		Date Completed:	
		Test Case Name: Player Repairs a Destroyed Module	
		Test ID: 38	
		You're currently playing the Game Setup: and in the Character View	
		ID Test Step/Substep	
		Check to see that the Player is within range of the module	
		Check to see that the Module is	
		2 completely Destroyed	
		3 Press the Repair Button The Module resumes its	
		Expected Results functionality	
		Execution Summary	
		Status:	
		Tester: Date Completed:	
		Date Completed.	
		Test Case Name: Player Repairs a Weapon	
		Test ID: 39	
		You're currently playing the Game Setup: and in the Character View	
		ID Test Step/Substep	
		Check to see that the Player is 1 within range of the Weapon Port	
		Check to see that the Weapon has	
		2 been damaged 3 Press the Repair Button	
		Expected Results The Weapon is repaired	
		Execution Summary	
		Status:	
		Tester:	
		Date Completed:	
		Test Case Name: Player Repairs an Engine	
		Test ID: 40	
		You're currently playing the Game Setup: and in the Character View	
		ID Test Step/Substep	
		Check to see that the Player is within range of the Engine	
		Check to see that the Engine has	
		2 been damaged	
		3 Press the Repair Button	

Ship	CPlayer		SPlayer	Junk
		Expected Results	The Engine is repaired	
		Execution Summary		
		Status:		
		Tester:		
		Date Completed:		