

Website	Projectiles	Network	Lobby
Test Case Name: Click on 'Home' tab from Home page	Test Case Name: Cannon Projectile is fired from a small cannon	Test Case Name: Directory server receives connection request	Test Case Name: User connects to the directory server
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Home Page	Setup: A small cannon fires	Setup: Have an available internet connection	Setup: User connects to the directory server
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'small'	1 Directory server receives connection request	1 User connects to the directory server
Expected Results User is taken to home tab	2 Ensure projectile has desired forward velocities	2 Directory server becomes aware of the client that sent the request and	2 Ensure that if the user connects, the user joins the lobby.
Expected Results Projectile travels forward at the desired velocity	Expected Results	3 Directory server sends message on debug.log	Expected Results Ensure that if the user is rejected from connecting, he or she is redirected to the previous screen.
Expected Results Directory server sends message on debug.log	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Home' tab from Leaderboard page	Test Case Name: Cannon Projectile is fired from a medium cannon	Test Case Name: Host receives connection request	Test Case Name: The Lobby only allows for 8 players maximum at a time
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the LeaderBoard Page	Setup: A medium cannon fires	Setup: Have an available internet connection	Setup: User connects to the directory server and hosts a game or joins another host
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'medium'	1 Another Peer sends a connection request to Host	1 User connects to the directory server
Expected Results User is taken to home tab	2 Ensure projectile has desired forward velocities	2 Host peer receives a connection and displays a message in the debug log	2 Ensure that if a ninth user connects attempts to join, the user is rejected from the lobby.
Expected Results Projectile travels forward at the desired velocity	Expected Results	Expected Results message in debug log	Expected Results Ensure that if the user is rejected from connecting, he or she is redirected to the previous screen.
Expected Results	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Home' tab from Download page	Test Case Name: Cannon Projectile is fired from a large cannon	Test Case Name: Directory Server receives a getGames request	Test Case Name: User chooses team
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Download Page	Setup: A large cannon fires	Setup: Have an available internet connection	Setup: User connects to the directory server and hosts a game or joins another host
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'large'	1 Peer send a getGames request	1 User connects to the directory server
Expected Results User is taken to home tab	2 Ensure projectile has desired forward velocities	2 Directory receives and accepts the getGames request	2 Directory accepts user into the lobby
Expected Results	Expected Results	3 Directory server gives the data to the peer that sent the request	Expected Results Ensure that if the user is rejected from connecting, he or she is redirected to the previous screen.
Expected Results	Expected Results	4 Debug.log prints out the peer's ip and the data it sent the peer	Expected Results
Expected Results Debug log prints out the peer's ip and the data it sent the peer	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Home' tab from Development page	Test Case Name: Shotgun Projectile is fired from a small shotgun	Test Case Name: Peer sends a getGames request	Test Case Name: User chooses his or her team in the lobby (team deathmatch only)
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Development Page	Setup: A small shotgun fires	Setup: Have an available internet connection	Setup: User is connected to the lobby
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'small'	1 Peer sends a getGames request	1 User connects to the directory server
Expected Results User is taken to home tab	2 Ensure projectile has desired forward/diagonal velocities	2 Directory receives and accepts the getGames request	2 User is accepted into the lobby.
Expected Results	Expected Results	Debug log prints the results of the accepted getGames request. Peer gets a list of active hosts.	3 User clicks on a team they wish to join
Expected Results	Expected Results	Expected Results	Expected Results User is now in their desired team
Expected Results	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Home' tab from Manual page	Test Case Name: Shotgun Projectile is fired from a medium shotgun	Test Case Name: Host makes a lobby	Test Case Name: Host hits start button
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Manual Page	Setup: A medium shotgun fires	Setup: Have an available internet connection	Setup: Host is connected to the lobby
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'medium'	1 Host creates a lobby	1 Host is connected to the lobby
Expected Results User is taken to home tab	2 Ensure projectile has desired forward/diagonal velocities	2 Host messages directory server to make server aware of it's lobby	2 Host starts their own game
Expected Results	Expected Results	3 directory server adds Host's lobby to the game list	3 Host hits start button
Expected Results	Expected Results	Expected Results Host's lobby shows up on the games list	Expected Results The host's game with all the invited players begins
Expected Results	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Home' tab from Gallery page	Test Case Name: Shotgun Projectile is fired from a large shotgun	Test Case Name: Host sends gamedata to client	Test Case Name: User clicks ready button
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Gallery Page	Setup: A large shotgun fires	Setup: Host has a game going on	Setup: User is connected to the lobby
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'large'	1 The game works	1 User is connected to the lobby
Expected Results User is taken to home tab	2 Ensure projectile has desired forward/diagonal velocities	Expected Results The Game works on multiplayer	2 User clicks the ready button
Expected Results	Expected Results	Expected Results	Expected Results
Expected Results	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Home' tab from Account page	Test Case Name: Beam Projectile is fired from a small beam	Test Case Name: Client receives gamedata from host	Test Case Name: User sends a message
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Account Page	Setup: A small beam weapon fires	Setup: Host has a game going on	Setup: User is connected to the lobby
ID	ID	ID	ID
Test Step/Substep	Test Step/Substep	Test Step/Substep	Test Step/Substep
1 Click on the 'Home' tab	1 Ensure that the projectile that spawned is 'small'	1 The client's game-state is the most recent up to date version that is on the host	1 User is connected to the lobby
Expected Results User is taken to home tab	2 Ensure that beam has full length upon spawn	Client has most recent gamestate	2 Host starts their own game
Expected Results	Expected Results	Expected Results	Expected Results The user sends a message
Expected Results	Expected Results	Expected Results	Expected Results
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Leaderboard' tab from 'Home' Tab	Test Case Name: Beam Projectile is fired from a medium beam	Test Case Name: User receives a message	Test Case Name:
Test ID:	Test ID:	Test ID:	Test ID:
Setup: Be on the Home Page	Setup: A medium beam weapon fires		
ID	ID		
Test Step/Substep	Test Step/Substep		
1 Ensure that when a user clicks on the 'Leaderboard' tab, they are taken to the leaderboard page	1 Ensure that the projectile that spawned is 'medium'		
Expected Results User is taken to the 'leaderboard' tab	Expected Results		
Expected Results	Expected Results		
Execution Summary	Execution Summary	Execution Summary	Execution Summary
Status:	Status:	Status:	Status:
Tester:	Tester:	Tester:	Tester:
Date Completed:	Date Completed:	Date Completed:	Date Completed:
Test Case Name: Click on 'Leaderboard' tab from 'Leaderboard' Tab			
Test ID:			
Setup:			
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Test Step/Substep			
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Execution Summary			
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Execution Summary			
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Test Case Name:			
Test ID:			
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Test Step/Substep			
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Execution Summary			
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Tester:			
Date Completed:			
Test Case Name:			
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Execution Summary			
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Test Case Name:			
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Test Case Name:			
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Test Case Name:			
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Test Step/Substep			
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Execution Summary			
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Test Case Name:			
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Test Step/Substep			
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Execution Summary			
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Test Case Name:			
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Test Step/Substep			
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Execution Summary			
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Date Completed:			
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Test Case Name:			
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Test Case Name:			
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Test Case Name:			
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Test Step/Substep			
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Execution Summary			
Status:			
Tester:			
Date Completed:			
Test Case Name:			
Test ID:			
Setup:			
ID			
Test Step/Substep			
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Expected Results			
Expected Results			

Expected Results	User is taken to the 'manual' tab	Setup:	A large missile weapon fires				
Execution Summary		ID	Test Step/Substep				
Status:			1 Ensure that the projectile that spawned is 'large'				
Tester:			2 Ensure that the projectile travels at a certain velocity				
Date Completed:			3 Ensure that the projectile flies the target if there is a target				
Test Case Name:	Click on 'Manual' tab from the leaderboard page		4 Ensure that projectile just travels straight when there is no target				
Test ID:	Be on the leaderboard Page	Expected Results	Projectile travels forward at the desired velocity				
ID	Test Step/Substep	Execution Summary					
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 'manual' tab	Tester:					
Execution Summary		Date Completed:					
Status:		Test Case Name:	Torpedo Projectile is fired from a small torpedo port				
Tester:		Test ID:					
Date Completed:		Setup:	A small torpedo weapon fires				
Test Case Name:	Click on 'Manual' tab from the development page	ID	Test Step/Substep				
Test ID:	Be on the development Page		1 Ensure that the projectile that spawned is 'small'				
ID	Test Step/Substep		2 Ensure that the projectile travels at a certain velocity				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Expected Results	Projectile travels forward at the desired velocity				
Expected Results	User is taken to the 'manual' tab	Execution Summary					
Execution Summary		Status:					
Status:		Tester:					
Tester:		Date Completed:					
Date Completed:		Test Case Name:	Torpedo Projectile is fired from a medium torpedo port				
Test Case Name:	Click on 'Manual' tab from the Manual page	Test ID:					
Test ID:	Be on the Manual Page	Setup:	A medium torpedo weapon fires				
ID	Test Step/Substep	ID	Test Step/Substep				
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				
Expected Results	User is taken to the 'manual' tab	Expected Results	Projectile travels forward at the desired velocity				
Execution Summary		Execution Summary					
Status:		Status:					
Tester:		Tester:					
Date Completed:		Date Completed:					
Test Case Name:	Click on 'Manual' tab from the Gallery page	Test Case Name:	Torpedo Projectile is fired from a large torpedo port				
Test ID:	Be on the Gallery Page	Test ID:					
ID	Test Step/Substep	Setup:	A large torpedo weapon fires				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	ID	Test Step/Substep				
Expected Results	User is taken to the 'manual' tab		1 Ensure that the projectile that spawned is 'large'				
Expected Results	User is taken to the 'manual' tab		2 Ensure that the projectile travels at a certain velocity				
Execution Summary		Expected Results	Projectile travels forward at the desired velocity				
Status:		Execution Summary					
Tester:		Status:					
Date Completed:		Tester:					
Test Case Name:	Click on 'Manual' tab from the Account page	Date Completed:					
Test ID:	Be on the Account Page	Test Case Name:	Small Cannon projectile hits a ship				
Setup:	Be on the Account Page	Test ID:					
ID	Test Step/Substep	Setup:	A small cannon projectile hits a ship				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	ID	Test Step/Substep				
Expected Results	User is taken to the 'manual' tab		Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a small cannon projectile does				
Expected Results	User is taken to the 'manual' tab		1 cannon projectile does				
Execution Summary			Ensure that if the ships shields are inactive, the ship's hull points (health) are lowered by the amount of damage a small cannon projectile does				
Status:		Expected Results	Ship's shield or hull takes damage.				
Tester:		Execution Summary					
Date Completed:		Status:					
Test Case Name:	Click on 'Development' tab from the Home page	Tester:					
Test ID:	Be on the Home Page	Date Completed:					
Setup:	Be on the Home Page	Test Case Name:	Medium Cannon projectile hits a ship				
ID	Test Step/Substep	Test ID:					
1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page	Setup:	A medium cannon projectile hits a ship				
Expected Results	User is taken to the 'development' tab	ID	Test Step/Substep				
Expected Results	User is taken to the 'development' tab		Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a medium cannon projectile does				
Execution Summary			1 cannon projectile does				
Status:			Ensure that if the ships shields are inactive, the ship's hull points (health) are lowered by the amount of damage a medium cannon projectile does				
Tester:		Expected Results	Ship's shield or hull takes damage.				
Date Completed:		Execution Summary					
Test Case Name:	Click on 'Development' tab from the Leaderboard page	Status:					
Test ID:	Be on the Leaderboard Page	Tester:					
Setup:	Be on the Leaderboard Page	Date Completed:					
ID	Test Step/Substep	Test Case Name:	Large Cannon projectile hits a ship				
1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page	Test ID:					
Expected Results	User is taken to the 'development' tab	Setup:	A large cannon projectile hits a ship				
Expected Results	User is taken to the 'development' tab	ID	Test Step/Substep				
Execution Summary			Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a large cannon projectile does				
Status:			1 cannon projectile does				
Tester:			Ensure that if the ships shields are inactive, the ship's hull points (health) are lowered by the amount of damage a large cannon projectile does				
Date Completed:		Expected Results	Ship's shield or hull takes damage.				
Test Case Name:	Click on 'Manual' tab from the leaderboard page	Execution Summary					
Test ID:	Be on the leaderboard Page	Status:					
ID	Test Step/Substep	Tester:					
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Date Completed:					
Expected Results	User is taken to the 'manual' tab	Test Case Name:	Torpedo Projectile is fired from a small torpedo port				
Expected Results	User is taken to the 'manual' tab	Test ID:					
Execution Summary		Setup:	A small torpedo weapon fires				
Status:		ID	Test Step/Substep				
Tester:			1 Ensure that the projectile that spawned is 'small'				
Date Completed:			2 Ensure that the projectile travels at a certain velocity				
Test Case Name:	Click on 'Manual' tab from the development page	Expected Results	Projectile travels forward at the desired velocity				
Test ID:	Be on the development Page	Execution Summary					
ID	Test Step/Substep	Status:					
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Tester:					
Expected Results	User is taken to the 'manual' tab	Date Completed:					
Expected Results	User is taken to the 'manual' tab	Test Case Name:	Torpedo Projectile is fired from a medium torpedo port				
Execution Summary		Test ID:					
Status:		Setup:	A medium torpedo weapon fires				
Tester:		ID	Test Step/Substep				
Date Completed:			1 Ensure that the projectile that spawned is 'medium'				
Test Case Name:	Click on 'Manual' tab from the Manual page		2 Ensure that the projectile travels at a certain velocity				
Test ID:	Be on the Manual Page	Expected Results	Projectile travels forward at the desired velocity				
ID	Test Step/Substep	Execution Summary					
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 'manual' tab	Tester:					
Expected Results	User is taken to the 'manual' tab	Date Completed:					
Execution Summary		Test Case Name:	Torpedo Projectile is fired from a large torpedo port				
Status:		Test ID:					
Tester:		Setup:	A large torpedo weapon fires				
Date Completed:		ID	Test Step/Substep				
Test Case Name:	Click on 'Manual' tab from the Gallery page		1 Ensure that the projectile that spawned is 'large'				
Test ID:	Be on the Gallery Page		2 Ensure that the projectile travels at a certain velocity				
ID	Test Step/Substep	Expected Results	Projectile travels forward at the desired velocity				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Execution Summary					
Expected Results	User is taken to the 'manual' tab	Status:					
Expected Results	User is taken to the 'manual' tab	Tester:					
Execution Summary		Date Completed:					
Status:		Test Case Name:	Small Cannon projectile hits a ship				
Tester:		Test ID:					
Date Completed:		Setup:	A small cannon projectile hits a ship				
Test Case Name:	Click on 'Manual' tab from the Account page	ID	Test Step/Substep				
Test ID:	Be on the Account Page		Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a small cannon projectile does				
Setup:	Be on the Account Page		1 cannon projectile does				
ID	Test Step/Substep		Ensure that if the ships shields are inactive, the ship's hull points (health) are lowered by the amount of damage a small cannon projectile does				
1	Ensure that when a user clicks on the 'Manual' tab, they are taken to the manual page	Expected Results	Ship's shield or hull takes damage.				
Expected Results	User is taken to the 'manual' tab	Execution Summary					
Expected Results	User is taken to the 'manual' tab	Status:					
Execution Summary		Tester:					
Status:		Date Completed:					
Tester:		Test Case Name:	Medium Cannon projectile hits a ship				
Date Completed:		Test ID:					
Test Case Name:	Click on 'Development' tab from the Home page	Setup:	A medium cannon projectile hits a ship				
Test ID:	Be on the Home Page	ID	Test Step/Substep				
Setup:	Be on the Home Page		Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a medium cannon projectile does				
ID	Test Step/Substep		1 cannon projectile does				
1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page		Ensure that if the ships shields are inactive, the ship's hull points (health) are lowered by the amount of damage a medium cannon projectile does				
Expected Results	User is taken to the 'development' tab	Expected Results	Ship's shield or hull takes damage.				
Expected Results	User is taken to the 'development' tab	Execution Summary					
Execution Summary		Status:					
Status:		Tester:					
Tester:		Date Completed:					
Date Completed:		Test Case Name:	Large Cannon projectile hits a ship				
Test Case Name:	Click on 'Development' tab from the Leaderboard page	Test ID:					
Test ID:	Be on the Leaderboard Page	Setup:	A large cannon projectile hits a ship				
Setup:	Be on the Leaderboard Page	ID	Test Step/Substep				
ID	Test Step/Substep		Ensure that if the ship's shields are active, the shield health is lowered by the amount of damage a large cannon projectile does				
1	Ensure that when a user clicks on the 'Development' tab, they are taken to the development page		1 cannon projectile does				
Expected Results	User is taken to the 'development' tab		Ensure that if the ships shields are inactive, the ship's hull points (health) are lowered by the amount of damage a large cannon projectile does				
Expected Results	User is taken to the 'development' tab	Expected Results	Ship's shield or hull takes damage.				
Execution Summary		Execution Summary					
Status:		Status:					

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		Ensure beam does damage for as long as it persists and 2 is hitting the ship					
		Expected Results Junk takes damage					
		Execution Summary					
		Status:					
		Tester:					
		Date Completed:					
		Test Case Name: Large Beam projectile hits space junk					
		Test ID:					
		Setup: A Large beam projectile hits space junk					
		ID	Test Step/Substep				
			Ensure that the junk's health is lowered by the amount of damage a Large beam would inflict				
			1 Ensure beam does damage for as long as it persists and is hitting the ship				
			2				
		Expected Results Junk takes damage					
		Execution Summary					
		Status:					
		Tester:					
		Date Completed:					
		Test Case Name: Small Disruptor projectile hits a ship					
		Test ID:					
		Setup: A small disruptor projectile hits a ship					
		ID	Test Step/Substep				
			Ensure that the entire ship freezes for the amount of time a small disruptor projectile will freeze it for.				
			1				
		Expected Results Ship Freezes					
		Execution Summary					
		Status:					
		Tester:					
		Date Completed:					
		Test Case Name: Medium Disruptor projectile hits a ship					
		Test ID:					
		Setup: A Medium disruptor projectile hits a ship					
		ID	Test Step/Substep				
			Ensure that the entire ship freezes for the amount of time a Medium disruptor projectile will freeze it for.				
			1				
		Expected Results Ship Freezes					
		Execution Summary					
		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.				
			1				
		Expected Results Ship Freezes					
		Execution Summary					
		Status:					
		Tester:					
		Date Completed:					
		Test Case Name: Small Disruptor projectile hits space junk					
		Test ID:					
		Setup: A small Disruptor projectile hits space junk					
		ID	Test Step/Substep				
			1 Nothing happens, sometimes a random soundbyte				
		Expected Results Nothing, sometimes a random Wilhelm scream to mess with the players					
		Execution Summary					
		Status:					
		Tester:					
		Date Completed:					
		Test Case Name: Medium Disruptor projectile hits space junk					
		Test ID:					
		Setup: A Medium Disruptor projectile hits space junk					
		ID	Test Step/Substep				
			1 Nothing happens, sometimes a random soundbyte				
		Expected Results Nothing, sometimes a random Wilhelm scream to mess with the players					
		Execution Summary					
		Status:					
		Tester:					
		Date Completed:					
		Test Case Name: Large Disruptor projectile hits space junk					
		Test ID:					
		Setup: A Large Disruptor projectile hits space junk					
		ID	Test Step/Substep				
			1 Nothing happens, sometimes a random soundbyte				
		Expected Results Nothing, sometimes a random Wilhelm scream to mess with the players					
		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					
		ID	Test Step/Substep				

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