Test Case Name:							MEDRAY			CNDC	
	Engine turns off	Test Case Name	WEAPON oenerate small cannon	Test Case Name	SHIELD shield's health lowered	Tost Case Name	MEDBAY Respawn player(s) - Initial	Test Case Name:	Sowan CNPC	Test Case Name: SNPC moves	
Test ID:		Test ID:		Test ID:	and a second	Test Case Name.		Test ID:		Test ID:	
											a gamemode.
									Player(s) currently playing a gamemode,	Player(s) currently playing a SNPC displayed on screen,	
					shield's health is greater than zero				Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	SNPC is still alive,	
	ship's engine is on	Setup:	game begins	Setup:	shield's health is greater than zero, shield gets hit		game begins	Setup:	Character View	Ship View, Setup: SNPC's engine is still worki	ing
ID		ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep	ID Test Step/Substep	
							In character view of the game, Player(s) spawn inside the ship				
1	speed is reducing when player is not holding up button		player select the ship that have small cannon		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	the ship stops after engine turned off	2	ship spawns after game started	2	shield is off when health reached zero	Expected Results	Player(s) appear inside their ship	2	CNPC appear in seats	2 SNPC moves	
									CNPC appear, CNPC health is full		
		3	weapon spawns on the right slot	Expected Results	shield's health decreases according to the damage			Expected Results	CNPC health is full	Expected Results SNPC moves	
cution Summary		Expected Results	ship equipped with a small cannon			Execution Summary					
Status:				Execution Summary		Status:		Execution Summary Status:		Execution Summary	
Tester:		Execution Summary		Status		Tester:		Status:		Status:	
Date Completed:		Status:		Tester		Date Completed:		Tester:		Tester:	
		Tester:		Date Completed:				Date Completed:		Date Completed:	
Test Case Name:	Engine turns on	Date Completed:									
Test ID:											
	ship's engine is off	Test Case Name:	consents medium cannon	Tort Caro Namo	Shield is turned on by spawning into game						
oetup.	silps eligilie is oil	rest Case Name.	generate medium cannon		Silield is famed on by spawning into game						
ID		Test ID:		Test ID:		Test Case Name:	Respawn player(s) - Respawn Timer				
4	speed is inceasing while player is holding up button	Setup	game begins	Satura	Player(s) start playing a game mode, Ship view	Test ID:		Test Case Name:	CNPC mount IIn	Test Case Name: SNPC turns right	
	apoco is incessing with player is housing up outon	outup.	game begins	octup.	Only New	Test ID.	Discourse) a constitue de cience a consecuendo	Test observance.	OIL C IIIOLES OP	rest ouse realite. Ora o turns right	
							Player(s) was killed in character view (boarded in enemy ship).				
							Respawn Timer equals 0,				
Francis Co.	the able to see the sales of	ID	Tot Stor Stoketon	ID	Tot Stockson		Player(s) currently playing a gamemode, Player(s) was killed in character view (boarded in enemy ship), Respann Time equals (), Previously owned ship is still alive, At least one member on same team is still alive.			Total IC	
Expected Results	the ship is moving while engine is on	ID	Test Step/Substep	ID	Test Step/Substep	Setup:	At least one member on same team is still alive	Test ID:		Test ID:	
										Player(s) currently playing a	a gamemode,
									Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Player(s) currently playing a SNPC displayed on screen, SNPC is still alive, SNPC is still alive, Ship View, Setup: SNPC's engine is on	
									Player(s) aboard SNPC,	Ship View,	
		1	player select the ship that have medium cannon	1	Ship spawn into game	ID	Test Step/Substep	Setup:	Character View	Setup: SNPC's engine is on	
tion Summary		2	ship spawns after game started	2	Shield turned on	1	Respawn timer equals 0	ID	Test Step/Substep	ID Test Step/Substep	
							In character view of the game,				
Status:			weapon spawns on the right slot	Expected Results	Shield turned on	2	In character view of the game, Player(s) spawn inside the ship	1	CNPC moves Up	1 SNPC moving	
Tester:		Expected Results	ship equipped with a medium cannon			Expected Results	Player(s) appear inside previously owned ship	Expected Results	CNPC moves Up	2 SNPC turns right	
Date Completed:				Execution Summary						Expected Results	
		Execution Summary		Status		Execution Summary		Execution Summary			
Test Case Name	engine's health lowered	Status:		Tester		Status		Status:		Execution Summary	
Test ID:		Tester:		Date Completed:		Tester:		Tester:		Status:	
rest ID:	engine's health is greater than zero,	l ester.		Date Completed:		l ester.		l'ester.		Oldius.	
Setun:	engine's nearth is greater than zero, engine gets hit	Date Completed:				Date Completed:		Date Completed:		Tester:	
ID		presec.		Test Case Name:	shield repair			220 220 4000		Date Completed:	
	player is able to hit the engine	Test Care Nome	generate large cannon	Test ID:							
1	ship speed reduces base on engine's health percentage	Test ID:			shield is off						
2	ship speed reduces base on engine's health percentage engine is off when health reached zero			Setup:	arrena sa dili						
		Setup:	game begins	IU	player is able to interact with the shield		Show Respawn countdown		OUDO DILL		
Expected Results	engine's health decreases according to the damage		Test Step/Substep				Snow Kespawn countdown		CNPC moves Right		
		1	player select the ship that have large cannon	2	player is able to repair the shield only when it is not getting hit	Test ID:		Test ID:		Test Case Name: SNPC turns left	
							Player(s) currently playing a gamemode,		Player(s) currently playing a gamemode,		
							Player(s) currently playing a gamemode, Player(s) was recently killed in character view (boarded in enemy ship) Previously owned ship is still ailve, At least one member on same team is still ailve	·	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		
ution Summary		2	ship spawns after game started	Expected Results	shield is turn back on after reparation	Setup:	At least one member on same team is still alive	Setup:	Character View	Test ID:	
		_								Player(s) currently playing a SNPC displayed on screen, SNPC is still alive, Ship View, Setup: SNPC's engine is on	a gamemode.
										SNPC displayed on screen,	
										SNPC is still alive,	
Status:			weapon spawns on the right slot			ID	Test Step/Substep	In.	Test Step/Substep	Setup: SNDC's ancina is	
Tester:			ship equipped with a large cannon	Execution Summary			Player(s) is killed in enemy ship		CNPC moves Right	ID Test Step/Substep	
		Expected Results	siiip equippeu with a large cannon			1	mayer(s) is knied in enemy snip			ID Test Step/Substep	
Date Completed:				Status			View of medbay in previously owned ship	Expected Results	CNPC moves Right	1 SNPC moving	
		Execution Summary		Tester		3	Timer appears on top of medbay			2 SNPC turns left	
	engine's health repair	Status:		Date Completed:		Expected Results	Timer appears on top of medbay	Execution Summary		Expected Results	
Test ID:		Tester:						Status:			
Setup:	engine's health is lower than the original	Date Completed:			shield's health regenerates	Execution Summary		Tester:		Execution Summary	
ID				Test ID:		Status:		Date Completed:		Status:	
					shield is on,						
	player is able to interact with the engine		generate small shotgun	Setup:	shield health is lower than the original					Tester:	
		Test Case Name:				Tester:					
2	player is able to repair the engine only when it is not getting hit	Test ID:		ID		Date Completed:				Date Completed:	
2	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup:	game begins	ID 1	shield's health regenerates while not getting hit					Date Completed:	
2	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID	game begins Test Step/Substep	ID 1	shield's health regenerates while not getting hit shield's health inceases over time					Date Completed:	
2	player is able to repair the engine only when it is not getting hit	Test ID: Setup: ID	game begins Test Step/Substep	ID 1	shield's health regenerates while not getting hit shield's health inceases over time			Test Case Name:	CNPC moves Down	Date Completed:	
2 3 Expected Results	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID	game begins Test Step/Substep player select the ship that have small shotgun	ID 1	shield's health regenerates while not getting hit shield's health inceases over time			Total ID:	CNPC moves Down	Date Completed:	
2 3 Expected Results	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID	game begins Test Step/Substep	ID 1 Expected Results	shield's health regenerates while not getting hit shield's health inceases over time			Total ID:		Date Completed:	
2 3 Expected Results	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID	game begins Test Step/Substep player select the ship that have small shotgun	ID 1 Expected Results	shield's health regenerates while not getting hit shield's health inceases over time			Total ID:		Date Completed:	
2 3 Expected Results ution Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1	game begins Test StepriBubstep player select the ship that have small sholgun ship spewns after game started	ID 1 Expected Results Execution Summary	sheld's health regenerates while not getting hit sheld's health inceases over time	Date Completed:	Secretary Timer County days	Total ID:			
2 3 Expected Results aution Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Execution Summary  Status:	sheld's health regenerates while not getting hit sheld's health inceases over time	Date Completed:	Respann Timer Counts down	Test ID:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Test Case Name: SNPC fires small cannon	
2 3 Expected Results ution Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test StepriBubstep player select the ship that have small sholgun ship spewns after game started	ID 1 Expected Results Execution Summary	shield's health regenerates while not getting hit shield's health inceases over time	Date Completed:	Respain Timer Counts down	Test ID:		Test Case Name: SNPC fires small cannon Test ID:	
2 3 Expected Results aution Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Execution Summary  Status:	shield's health regenerates while not getting hit shield's health incoses over time	Date Completed:  Test Case Name: Test ID:		Test ID:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Test Case Name: SNPC fires small cannon Test ID:	a gamemode,
2 3 Expected Results ation Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Execution Summary  Status:	sheld's health repenentes while not getting hit sheld's health incesses over time	Date Completed:  Test Case Name: Test ID:		Test ID:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Test Case Name: SNPC fires small cannon Test ID:   Playor(s) currently playing side of the carrent screen.   SNPC Sept above.	a gamemode,
2 3 Expected Results ation Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Execution Summary  Status:	shield's health ingonerates while not getting hit shield's health incoses over time	Date Completed:  Test Case Name: Test ID:		Test ID:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Test Case Name: SNPC fires small cannon Test ID:   Playor(s) currently playing side of the carrent screen.   SNPC Sept above.	a gamemode,
2 3 Expected Results tion Summary	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Execution Summary  Status:	shield's health reponenties while not getting hit shield's health incesses over time	Date Completed:  Test Case Name: Test ID:		Test ID: Setup: ID	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Test Step/Substep	Test Case Name: SNPC fires small cannon Test ID: Player(s) currently playing SNPC disapplies on screen, SNPC is still alive, Stop View.	working.
2 3 Expected Results tion Summary Status:	player is able to repair the engine only when it is not getting hit ship speed recovers base on engine health	Test ID: Setup: ID 1 2	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Expected Results  Execution Summary  Status  Tester	shield's health regenerates while not getting hit shield's health incesses over time	Date Completed:  Test Case Name:  Test ID:  Setup:	Player(s) currently playing a gamemode, Player(s) was killed in character view (boarded in enemy ship). Previously wome ship is still alliev. At least one member on same learn is still alive, Resparan Timer appears	Test ID: Setup: ID	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: GNPC free small cannon.  Test ID:  Playoris (aurently playing a SNPC displayed on seriors, SNPC) as all since.  SNPC area and samon in SNPC area and cannon in SNPC and cannon in SNPC area.	working.
2 3 Expected Results ion Summary	player is all be treair the engine only when it is not getting his which peed recover be able on engine health engine's health increases	Test ID: Setup: ID 1 2 Setup: 1 2 Expected Results	game begins Test Step/Substep player select the ship that have small sholgun ship spawns after game started weapon spawns on the right slot	Execution Summary  Status:	shield's health regenerates while not getting hit shield's health incesses over time	Date Completed:  Test Case Name:  Test ID:  Setup:	Player(s) currently playing a gamemode, Player(s) was killed in character view (boarded in enemy ship). Previously wome ship is still alliev. At least one member on same learn is still alive, Resparan Timer appears	Test ID: Setup: ID	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: GNPC free small cannon.  Test ID:  Playoris (aurently playing a SNPC displayed on seriors, SNPC) as all since.  SNPC area and samon in SNPC area and cannon in SNPC and cannon in SNPC area.	working.
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2 3 Expected Results n Summary Status: Tester:	player is all be treair the engine only when it is not getting his which peed recover be able on engine health engine's health increases	Test ID  Setup: ID  1 2  Expected Results  Execution Summary  Status:	game begins Test StepSubstep player select the ship that have small shotgun ship spawns after game started weapon spawns on the right slot ship equipped with a small shotgun	Expected Results  Execution Summary  Status  Tester	shield's health regenerates while not getting hit shield's health incesses over time	Date Completed:  Test Case Name: Test ID: Setup: ID	Player(s) currently playing a gamemode. Player(s) was killed in character view (boarded in enemy ship). Previously owned ship is still alive. Previously owned ship is still alive. Responsal Timer appearable learns is still alive. Test StepSebstep Test StepSebstep Test StepSebstep	Test ID: Setup: ID  1 Expected Results	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: SNPC fires small carron.  Test 10.  Injured . currently playing a SNPC displayed on series.  SNPC displayed on series.  SNPC and all one.  SNPC test and carron in self.  SNPC test and carron.  10.  1 SNPC fires small carron.	working.
2 3 Expected Results on Summary Status: Tester:	player is all be treair the engine only when it is not getting his which peed recover be able on engine health engine's health increases	Test ID  Setup: ID  1  2  3  Expected Results  Execution Summary Status: Tester:	game begins Test StepSubstep player select the ship that have small shotgun ship spawns after game started weapon spawns on the right slot ship equipped with a small shotgun	Expected Results  Execution Summary  Status  Tester	shield's health reponenties while not getting hit shield's health incesses over time	Date Completed:  Test Case Name: Test ID: Setup: ID	Player(s) currently playing a gammode. Player(s) is slid of a gammode. Player(s) is slid of a gammode. Principle year of a gammode in enemy ship). Principle yeared and is set till also. At least one member on same learn is still alive. Respons Timer appears Text Sleg/Slossteps.	Setup:  ID  Expected Results  Execution Summary	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: SNPC fires small cannon Test ID:   Test ID:   SNPC fires small cannon   SNPC fires small cannon   SNPC fires small cannon   SNPC small cannon in SNPC small canno	working.
2 3 Expected Results on Summary Status: Tester:	player is all be treair the engine only when it is not getting his which peed recover be able on engine health engine's health increases	Test ID  Setup: ID  1 2  Expected Results  Execution Summary  Status:	game begins Test StepSubstep player select the ship that have small shotgun ship spawns after game started weapon spawns on the right slot ship equipped with a small shotgun	Expected Results  Execution Summary  Status  Tester	shield's health regenerates while not getting hit shield's health incesses over time	Test Case Name: Test ID: Setup: 10	Player(s) carrenty playing a gamemode. Player(s) was Mice in character view (boarded in enemy ship), Previously owned ship is still alive, Previously owned ship is still alive, Previously owned ship is still alive, Previously mice agreeme team is still alive, Team Stephishetep. Term counts down towards zero Timer counts down towards zero	Test ID:  Setup: ID  1  Expected Results  Execution Summary  Status:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: SNPC fires small cannon Test ID:   Impact) courselfly playing, SNPC displayed on screen, SNPC as significant cannon is still SNPC has small cannon in still SNPC has small cannon in soil ID:   Impact SNPC cannot cannon in still SNPC has small cannon in SNPC fires small cannon in SNPC fires small cannon in SNPC fires small cannon in Displayed SNPC fires small cannon in Displayed SNPC fires small cannon in SNP	working.
2 3 Expected Results on Summary Status: Tester:	player is all be treair the engine only when it is not getting his which peed recover be able on engine health engine's health increases	Test ID: Setup: D 1 2 Expected Results Execution Summary Status: Tester Date Completed	game bogins Test StepSubstep physics select the ship that have small sholgun ship spawers after game started weapon spawers on the right slot ship equipped with a small sholgun	Expected Results  Execution Summary  Status  Tester	shield's health reponenties while not getting hit shield's health incesses over time	Test Case Name: Test ID: Setup: ID Expected Results Execution Summary	Player(s) carrenty playing a gamemode. Player(s) was Mice in character view (boarded in enemy ship), Previously owned ship is still alive, Previously owned ship is still alive, Previously owned ship is still alive, Previously mice agreeme team is still alive, Team Stephishetep. Term counts down towards zero Timer counts down towards zero	Test ID:  Setup: ID  1 Expected Results  Execution Summary  Status: Tester:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: SNPC fires small cannon.  Test ID:  Player(s) currently playing: SNPC depolayer of a street.  SNP Vers. (common set ill some small cannon set ill some small cannon.  Execution Simple fires small cannon.	working.
2 3 Expected Results tion Summary Status:	player is all be treair the engine only when it is not getting his which peed recover be able on engine health engine's health increases	Test ID: Setup: D 1 2 3 Expected Results Execution Summary Status: Tester Date Completed Test Case Name:	game begins Test Stepfolkostep phosphore select the step that have small shotgun ship speamers after game stated wespoon spaams on the right slot ship equipped with a small shotgun generate medium shotgun	Expected Results  Execution Summary  Status  Tester	sheld's health regenerates while not getting hit sheld's health rocesses over time	Date Completed:  Test Case Name: Test ID:  Setup: ID  Execution Summary Execution Summary Execution Summary	Player(s) carrenty playing a gamemode. Player(s) was Mice in character view (boarded in enemy ship), Previously owned ship is still alive, Previously owned ship is still alive, Previously owned ship is still alive, Previously mice agreeme team is still alive, Team Stephishetep. Term counts down towards zero Timer counts down towards zero	Test ID:  Setup: ID  1  Expected Results  Execution Summary  Status:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Teat Step/Substep CNPC moves Down	Test Case Name: SNPC fires small cannon Test ID: Inspect of committy relaying a small cannon should be small cannon should be small cannon should be small cannon in SNPC has small cannon in SNPC has small cannon in SNPC has small cannon be small cannon to the small cannon should be small	working.
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2 3 Expected Results tion Summary Status:	player is all be treair the engine only when it is not getting his with player and the player is an end of the player is which poeter forcews bease on engine health engine's health increases	Test ID: Setup: BO 1 2 3 Expected Results Summary Slaba. Tester: Date Completed Test Case Name  Distance Setup: Date Completed Setup: Date Completed Test Case Name Date Completed Test Case Name Date Completed Test Case Name Test ID: Date Completed Test Case Name Test ID: T	game begins Test StepSubsteep Spiers select the step limit have small shotgun ship spaems after game started weapon spaams on the right slot whip equipped with a small shotgun generate medium shotgun game begins Test StepSubstee Spiers selection are signed these medium shotgun ship spaems after game started weapon spaams on the right slot weapon spaams on the right slot weapon spaams on the right slot ship equipped with a medium shotgun ship equipped with a medium shotgun generate large shotgun	Expected Results  Execution Summary  Status  Tester	shield's health reponenties while not getting hit shield's health incesses over time	Date Completed:  Test Case Name: Test ID:  Setup: ID  Expected Results Execution Summary Slatus: Tester	Player(s) carrently playing a gamemode. Player(s) was Mice in character view (boarded in enemy ship), Previously owned ship is still alive, Previously owned ship is still alive, Previously owned ship is still alive, Previously mice agreeme team is still alive, Team Stephisherep. Team counts down towards zero Timer counts down towards zero	Setup:  D  Setup: D  1  Expected Results  Execution Summary  Status: Text Case Name: Yest D:  Setup: D  Expected Results  Setup:	Player(s) currently playing a gamemode. Player(s) aboard SNPC. Character View Text StepSdubstep  CNPC moves Down CNPC moves Left Player(s) currently playing a gamemode. Player(s) aboard SNPC. Character View CNPC moves Left CNPC moves Left	Test Case Name: SNPC fires small cannon  Test ID:  Player(s) currently playing sNPC displayed on screen, SNPC displayed on	n sagamemode,
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2 3 Expected Results tion Summary Status:	player is all be treair the engine only when it is not getting his with player and the player is an end of the player is which poeter forcews bease on engine health engine's health increases	Test ID: Betup:	game begins Text StepSubsites project sector to see to the takes small shotgun ship speames after game started weapon spaams on the right slot weapon spaams on the right slot ship requipped with a small shotgun  generate medium shotgun  game begins Text StepSubsites project shotgun shotgun shotgun shotgun shotgun shotgun game begins the project shotgun shotgun shotgun game begins shotgun shotgun generate medium shotgun game begins generate stert genera	Expected Results  Execution Summary  Status  Tester	sheld's health regenerates while not getting hit sheld's health rocesses over time	Date Completed:  Test Case Name: Test ID:  Setup: ID  Expected Results Execution Summary Slatus: Tester	Player(s) carrently playing a gamemode. Player(s) was Mice in character view (boarded in enemy ship), Previously owned ship is still alive, Previously owned ship is still alive, Previously owned ship is still alive, Previously mice agreeme team is still alive, Team Stephisherep. Team counts down towards zero Timer counts down towards zero	Setup.  D  Setup.  D  Expected Results  Execution Summary  Catch  Date Completed  Test Case Name.  Test Case	Player(s) currently playing a gamemode. Player(s) bloard SNPC, Character View Text StepSubstay  CNPC moves Down  CNPC moves Down  CNPC moves Down  CNPC moves Down  CNPC moves Left  Player(s) currently playing a gamemode, CNPC stepSubstay  CNPC moves Left	Test Case Name: GNPC free small cannon  Test ID:  Playor(s) currently playing a SNPC displayed on section.  SNPC and six shift cannon is still a six shift cannon is still a six shift cannon is still a six shift cannon.  SNPC small cannon is still solve his small cannon is still a SNPC fire small cannon is still a SNPC fire small cannon is proceed Results SNPC fire small cannon.  Execution Summary  Status:  Tester:  Oble Completed:  Test Case Name: SNPC fires medium cannon  Test ID:  Playor(s) currently playing a SNPC is still ship, solve cannon is still ship, solve cannon is still ship.  SNPC is still ship, solve cannon is still ship.  SNPC is still ship, solve cannon is still ship.  SNPC is s	n sagamemode,
2 3 Expected Results stion Summary Status:	player is all be treair the engine only when it is not getting his which peed recovers be seen engine health engine's health increases	Test ID:  Setup:  BU  1  2  3  Expected Results  Status: Tester: Date Completed  Execution Summary  Status: Tester: Date Completed  Expected Results  Expect	game begins Test StepSubstep place select the step limit have small shotpun ship speames after game stateted wespoon spaames on the right slot wespoon spaames on the right slot ship equipped with a small shotgun  game begins Test StepSubstep place select the skip limit have medium shotgan ship spaames after game statete wespoon spaames on the right slot wespoon spaames on the right slot wespoon spaames on the right slot ship opulpped with a medium shotgan ship spaames after game statete wespoon spaames on the right slot ship opulpped with a medium shotgan  game begins Test StepSubstep powersels large shotgan  game begins Test StepSubstep powersels large shotgan  game begins Test StepSubstep powersels large shotgan  game begins	Expected Results  Execution Summary  Status  Tester	shield's health reponenties while not getting hit shield's health incesses over time	Date Completed:  Test Case Name: Test ID:  Setup: ID  Expected Results Execution Summary Slatus: Tester	Player(s) carrently playing a gamemode. Player(s) was Mice in character view (boarded in enemy ship), Previously owned ship is still alive, Previously owned ship is still alive, Previously owned ship is still alive, Previously mice agreeme team is still alive, Team Stephisherep. Team counts down towards zero Timer counts down towards zero	Setup.  D  Setup.  D  Expected Results  Execution Summary  Catch  Date Completed  Test Case Name.  Test Case	Player(s) currently playing a gamemode. Player(s) aboard SNPC. Character View Text StepSdubstep  CNPC moves Down CNPC moves Left Player(s) currently playing a gamemode. Player(s) aboard SNPC. Character View CNPC moves Left CNPC moves Left	Test Case Name: GNPC free small cannon  Test ID:  Playor(s) currently playing a SNPC displayed on section.  SNPC and six shift cannon is still a six shift cannon is still a six shift cannon is still a six shift cannon.  SNPC small cannon is still solve his small cannon is still a SNPC fire small cannon is still a SNPC fire small cannon is proceed Results SNPC fire small cannon.  Execution Summary  Status:  Tester:  Oble Completed:  Test Case Name: SNPC fires medium cannon  Test ID:  Playor(s) currently playing a SNPC is still ship, solve cannon is still ship, solve cannon is still ship.  SNPC is still ship, solve cannon is still ship.  SNPC is still ship, solve cannon is still ship.  SNPC is s	n sagamemode,

					Player(s) currently playing a gamemode,		
					CNPC is alive, Player(s) aboard SNPC, Character View		
				Setup:	Character View	Test Case Name:	SNPC fires large cannon
Er	Execution Summary			ID	Test Step/Substep	Test ID:	
							Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive,
							SNPC is still alive,
							Ship View, SNPC large cannon is still working
						_	Ship View. SNPC large cannon is still working. SNPC has large cannon module, CNPC controlling large cannon module
	Status: Tester:				CNPC moves Up, left CNPC moves Up, left	Setup: ID	CNPC controlling large cannon module Test Step/Substep
	Date Completed:			Expected Results	CNPC moves up, lett	ID .	SNPC fires large cannon
	Date Completed.			Execution Summary		Experted Persite 1	SNPC fires large cannon
	Test Case Name:	generate small laser		Status			
	Test ID:	<del></del>		Tester.		Execution Summary	
	Setup:	game begins		Date Completed:		Status:	
	ID	Test Step/Substep				Tester:	
	1	player select the ship that have small laser				Date Completed:	
		ship spawns after game started					
	3	weapon spawns on the right slot					
	Expected Results	ship equipped with a small laser		Test Case Name: Test ID:	CNPC moves Up, Right		
				Test ID:	Diameter and a second		
					Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View		
p	Execution Summary			Setup	Player(s) aboard SNPC, Character View	Test Case Name:	SNPC fires small shotgun
	Status:			ID .	Test Step/Substep		
							Player(s) currently playing a gamemode,
							SNPC displayed on screen, SNPC is still alive
							Ship View,
							Player(s) currently playing a gamemode, SINPC displayed on screen, SINPC is still attive, SINPC is still attive, SINPC is still attive, SINPC small shotgan is still working, SINPC small shotgan is still working, CNPC controlling small shotgan module
	Tester:			1	CNPC moves Up, Right	Setup:	CNPC controlling small shotgun module
	Date Completed:			Expected Results	CNPC moves Up, Right	ID	rest otep/oubstep
						1 :	SNPC fires small shotgun SNPC fires small shotgun
	Test Case Name: Test ID:	generate medium laser		Execution Summary		Expected Results	overcines small snotgun
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	ID Setup:	game begins Test Step/Substep		Date Completed:		Execution Summary Status:	
	1	player select the ship that have medium laser		Desic Confipreted.		Tester:	
	2	ship spawns after game started				Date Completed:	
	3	weapon spawns on the right slot					
	Expected Results	ship equipped with a medium laser					
				Test Case Name:	CNPC moves Down, Right		
Б	Execution Summary			Test ID:			
					Player(s) currently playing a gamemode, CNPC is alive		
					CNPC is alive, Player(s) aboard SNPC, Character View		01000
	Status:			Setup:	Character View	Test Case Name:	SNPC fires medium shotgun
	Tester:			ID	Test Step/Substep	Test ID:	Player(e) currently playing a garrenate
							Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive,
							SNPC is still alive,
							Ship View, Ship View, ShPC medium shotgun is still working, SMPC medium shotgun module, CNPC controlling medium shotgun module
	Date Completed:				CNPC moves Down, Right	ent	SNPC has medium shotgun module,
	Dave Completed:				CNPC moves Down, Right	ID Setup:	Test Sten/Substen
_	Test Case Name	generate large laser		Experieu riesurs	and a more a sound, regit		Test Step/Substep SNPC fires medium shotgun
	Test ID:			Execution Summary		Expected Results 1	SNPC fires medium shotgun
	Setup:	game begins		Status:			-
	ID	Test Step/Substep		Tester:		Execution Summary	
	-	the state of the s		Date Completed:		Status:	
		player select the ship that have large laser					
	2	ship spawns after game started				Tester:	
	2	ship spawns after game started weapon spawns on the right slot				Tester: Date Completed:	
	2	ship spawns after game started					
	2 3 Expected Results	ship spawns after game started weapon spawns on the right slot			CNPC moves flown Left		
<u> </u>	2	ship spawns after game started weapon spawns on the right slot		Test Case Name:	CNPC moves Down ,Left		
ь	2 3 Expected Results Execution Summary	ship spawns after game started weapon spawns on the right slot		Test Case Name:			
<u> </u>	2 3 Expected Results Execution Summary Status:	ship spawns after game started weapon spawns on the right slot		Test Case Name:		Date Completed:	
Б	2 3 Expected Results Execution Summary Status:	ship spawns after game started weapon spawns on the right slot ship equipped with a large laser		Test Case Name: Test ID: Setup:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Date Completed:	SNPC fires large shotgun
<u> </u>	2 3 Expected Results Execution Summary Status:	ship spawns after game started weapon spawns on the right slot ship equipped with a large laser		Test Case Name: Test ID: Setup:	CNPC moves Down Left Player(s) currently playing a gamemode, CNPC is alive, Player(s) about SNPC, Character View Test Step/Substep	Date Completed:  Test Case Name:	
6	2 3 Expected Results Execution Summary Status:	ship spawns after game started weapon spawns on the right slot ship equipped with a large laser		Test Case Name: Test ID: Setup:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View	Date Completed:  Test Case Name:	
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<u>e</u>	2 3 Expected Results Execution Summary Status:  Tester: Date Completed:	ship spawns after game started weepen spawn on ferryfis did ship equipped with a large laser		Test Case Name: Test ID: Setup:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Test Step/Substep	Date Completed:  Test Case Name:  Test ID:  Setup:	Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive, SNPC has brotogun is still working, SNPC has large shotgun module, CNPC controlling large shotgun module
<u>e</u>	2 3 Expected Results Execution Summary Status: Tester: Date Completed:	ship spawns after game started weepon spawns on ferrifist did ship equipped with a targe laser group of the started started and started generate small disruptor		Test Case Name: Test ID: Setup:	Player(s) currently playing a gamemode, CNPC is alive, Player(s) aboard SNPC, Character View Test Step/Substep	Date Completed:  Test Case Name: Test ID:  Setup:	Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC staff silver, SNPC is staff silver, SNPC is staff silver, SNPC is staff silver, SNPC has large shotgun module, CNPC controlling large shotgun module Text step(SNPC)
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Martine								1	SNPC is still alive,
Martine									Ship View, SNPC medium laser is still working,
Martine		Test ID:				ID	Test Step/Substep	Setup:	SNPC has medium laser module, CNPC controlling medium laser module
The state of the		Setup:	game begins			1	CNPC locates Player's location		
State		ID	Test Step/Substep			2	CNPC fires weapon at Player	1 5	SNPC fires medium laser
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Marchanter		Expected Results	ship equipped with large disruptor			Status:		Status:	
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Section   Sect		Test ID:						Test ID:	Player(s) currently playing a gamemode
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Second							Player(s) hits CNPC,	i i	SNPC large laser is still working, SNPC has large laser module,
		Setup:	game begins			Setup:	CNPC's health is greater than zero	Setup: 0	CNPC controlling large laser module
Prince   P	-	1	olayer select the ship that have small missle	-		1	Player(s) hits CNPC	10	SNPC fires large laser
Marie   Mar						2	CNDC's health lawren	Expected Results	SNPC fires large laser
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B Total package    B Total package		Test ID:							SNPC fires small disruptor
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Part Continue Conti		3	weapon spawns on the right slot			rest ID:	Player(s) currently playing a gamemode	1 2	over-cines medium disruptor
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Excitorio Santary  State  State  State  Data Complete  Data Complete  Text Case Name: precise and Supples  Text Case Name:		Expected Results	ship equipped with large missle			Setup:	CNPC's health is greater than zero after hit	Expected Results 5	SNPC tires medium disruptor
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SINC to sell allow,  1 player select the split but have small torpodos  2 silv personal after greated the split but have small torpodos  3 vectors after greated the split but have small torpodos  4 silv personal after greated the split but have small torpodos  5 vectors after greated the split but have small torpodos  6 vectors after greated the split but have small torpodos  7 test Case Name. ONC designs speamed  8 player (s) currently playing a generated, Player (s) currently playing a generated, Player (s) designs speamed  9 player (s) currently playing a generated, Player (s) designs speamed  1 player (s) currently playing a generated, Player (s) designs speamed  1 player (s) currently playing a generated, Player (s) designs speamed  1 player (s) currently playing a generated, Player (s) designs speamed  1 player (s) designs speamed  2 player (s) designs speamed  2 player (s) designs speamed  3 vectors Summary  5 player (s) designs speamed  6 player (s) designs speamed  7 player (s) designs speamed  8 player (s) designs speamed  9 player (s) designs speamed  1 playe		IU	rescoreprouestep					rest ID:	Player(s) currently playing a gamemode.
Test Case Name: generate modulus topedos   Test Case Name: generat									SNPC displayed on screen, SNPC is still alive
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3 vergon spans on the right lide.  Expected Results white pergapeed with ernal torpectos  Test Case Name: ONC designer spansed  Phyling () currently playing a gamerande, Phyling a gamerande, Phyling () currently playing a gamerande, Phyling		1	player select the ship that have small torpedos					Setup:	CNPC controlling large disruptor module
Expected Results also equipped with small torpedos  Test Case Name. CNPC disdose spared  Expected Results SNPC fires targe disruptor  Playre(s) currently playing a gamerancia, Playre(s) currently playing a gamerancia, Playre(s) about a SNPC, Playre(s) about a SNPC about a snear a SNPC fires snall missie  Execution Snumary  Test Case Name. SNPC fires snall missie  Execution Snumary  Test Case Name. SNPC fires snall missie								ID 1	Test Step/Substep
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Castado  Tigratirio, comendo palarigos a gamentode. Salvido esta de casta d			Test Step/Substep	+		Execution Summary	+		
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Execution Summar	3 weapon spawns on the right slot					
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	ults ship equipped with medium torpedos				1	SNPC fires small missle
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т	ID:		1	Player(s) shoot at CNPC		
	up: game begins		2	CNPC detect shot		
ID	Test Step/Substep		3	CNPC changes behavior		
	1 player select the ship that have large torpedos		4	CNPC moves Right	Test Case Name:	SNPC fires medium missle
	2 ship spawns after game started		Expected Results	CNPC dodges Right	Test ID:	
						Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive,
						SNPC displayed on screen, SNDC is still alone
						Ship View,
						SNPC medium missle is still working,
	3 weapon spawns on the right slot				Setup:	Ship View, SNPC medium missle is still working, SNPC has medium missle module, CNPC controlling medium missle module
Expected	ults ship equipped with large torpedos		Execution Summary		ID	Test Step/Substep
			Status		1	Test Step/Substep SNPC fires medium missle
Execution Summar			Tester:		Expected Results	SNPC fires medium missle
	tus:		Date Completed:			
	ter:				Execution Summary	
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					Tester:	
Test Case	ne: remove small cannon on enemy ship				Date Completed:	
Т	ID:		Test Case Name:	CNPC dodges downward		
	up: player boarded enemy ship					
				Player(s) currently playing a gamemode, Player(s) aboard SNPC, Character View, Player(s) shoot at CNPC, CNPC is still alive		
				Character View,		
	Total Characteristics			Player(s) shoot at CNPC,		
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	1 player interacts with the small cannon 2 player holds the small cannon		ID	Test Step/Substep Player(s) shoot at CNPC	Tari Committee	SNPC fires large missle
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						Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC is still alive,
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			3	CNPC changes behavior	Setup:	SNP-C is still alive, SNPC large missle is still working, SNPC has large missle module, CNPC controlling large missle module
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	up: player boarded enemy ship				Date Completed:	
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	1 player interacts with the medium cannon					
	2 player holds the medium cannon					
Expected	ults medium cannon removed from the ship		Test Case Name:	CNPC dodges Left		
					Test Case Name:	SNPC fires small torpedos
				Player(s) currently playing a gamemode, Player(s) aboard SNPC, Character View, Player(s) shoot at CNPC, CNPC is still alive		
				Player(s) aboard SNPC, Character View		
				Player(s) shoot at CNPC,		
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	1 player interacts with the medium shotgun			Test ID:			
	· ·				Player(s) currently playing a gamemode,		
					Player(s) aboard SNPC,		
					Player(s) shoot at CNPC,		
	2 player holds the medium shotgun			Setup:	Player(s) currently playing a gamemode, Player(s) aboard SNPC, Character View, Player(s) shoot at CNPC, CNPC is still alive	Execution Summary	
Expected Resi	lts medium shotgun removed from the ship			ID	Test Step/Substep	Status:	
				1	Player(s) shoot at CNPC	Tester:	
Execution Summary					CNPC detect shot	Date Completed:	
Statu				3	CNPC changes behavior		
Test				4	CNPC moves Up, Left		
Date Complete	d:			Expected Results	CNPC dodges Up, Left		
Test Case Nam	e: remove large shotgun on enemy ship		Exec	cution Summary		Test Case Name: 5	SNPC health lowers
Test i	D:			Status:		Test ID:	
						F	Player(s) currently playing a gamemode, SNPC displayed on screen, SNPC's health is greater than zero, Ship View, Player Ship hits SNPC, SNPC's Shield is turned off
							SNPC displayed on screen, SNDC's health is greater than zero.
							Ship View,
	1			Tester:			Player Ship hits SNPC,
Setu ID	p: player boarded enemy ship			Date Completed:		ID Setup: 5	SNPC's Shield is turned off
ID.	Test Step/Substep	_		Date Completed:			Test Step/Substep
	1 player interacts with the large shotgun					1 8	Player(s)'s projectile hits SNPC
	2 player holds the large shotgun					2.5	SNPC's health lowers SNPC's health is lower than before
Expected Resu	Its large shotgun removed from the ship						
							SNPC's health is still greater than zero
Execution Summary	_			Test Case Name:	CNPC dodges Down, Right	Execution Summary	
State	s:					Status:	
					Player(s) currently playing a gamemode,		
					Player(s) currently playing a gamemode, Player(s) aboard SNPC, Character View, Player(s) shoot at CNPC, CNPC is still alive		
Test				_	Player(s) shoot at CNPC,	Tester	
				Setup:	CNPC is still alive		
Date Complete	d:			ID	Test Step/Substep	Date Completed:	
				1	Player(s) shoot at CNPC		
Test Case Nam	e: remove small laser on enemy ship			2	CNPC detect shot		
Test	D:			3	CNPC changes behavior		
Setr	p: player boarded enemy ship			4	CNPC moves Down, Right		
ID	Test Step/Substep			Expected Results	CNPC dodges Down, Right	Test Case Name: F	Player Occupy SNPC
	1 player interacts with the small laser	_			- "	Test ID:	
							Player(s) currently playing a gamemode.
						,	Player(s) currently playing a gamemode, At least one Player(s) boarded SNPC, Character View, All CNPCs eliminated in SNPC,
							Character View,
						1	All CNPCs eliminated in SNPC,
	2 player holds the small laser		Exec	cution Summary		Setup:	SNPC is still alive, SNPC's shield is turned off,
Expected Res:	Its small laser removed from the ship			Stahre		ID 1	Test Step/Substep
Expense resu				Tester:		4.5	Player walks over to pilot seat
F				Date Completed:			SNPC becomes Player Ship
Execution Summary				Date Completed:		Commented D. 11. 1	SNPC becomes Player Ship SNPC becomres Player Ship
Stati. Test	D.					Expected Results 5	over-c peromites Player Ship
Date Complete	α:					Execution Summary	
		_				Status:	
	e: remove medium laser on enemy ship			Test Case Name:	CNPC dodges Down, Left	Tester:	
Test i	D:					Date Completed:	
					Player(s) currently playing a gamemode, Player(s) aboard SNPC, Character View,		
					Player(s) aboard SNPC, Character View		
					Player(s) shoot at CNPC		
Setr	p: player boarded enemy ship			Setup:	Player(s) shoot at CNPC, CNPC is still alive		
ID.	Test Step/Substep			ID	Test Step/Substep		
	1 player interacts with the medium laser			4	Player(s) shoot at CNPC		
	2 player holds the medium laser				CNPC detect shot		
						Tost Core No.	SNDC aliminated by Zero Health
	Its medium laser removed from the ship			3	CNPC changes behavior	Test Case Name: S	SNPC eliminated by Zero Health
				3		Test ID:	
				3	CNPC changes behavior	Test ID:	Player(s) currently playing a gamemode
				3	CNPC changes behavior	Test ID:	Player(s) currently playing a gamemode
Expected Resu				3 4	CNPC changes behavior CNPC moves Down, Left	Test ID:	Player(s) currently playing a gamemode
Especiad Resul	ts medium laser removed from the ship			3 4	CNPC changes behavior	Test ID:	Player(s) currently playing a gamemode, Ship View. SNPC's Health equals zero, All property share not on board SNPC, SNPC's shield is turned off
Espected Resu  Esecution Summary  Site	ts. medium laser removed from the ship			3 4 Expected Results	CNPC changes behavior CNPC moves Down, Left	Test ID:	Player(s) currently playing a gamemode, Ship View, Note I health equals zero, All Player(s) are not on board SNPC, SNPC's shield is turned off Test Step/Substop
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Espected Resu  Esecution Summary  Site	ts medium laser removed from the ship		Esse	3 4 Expected Results cution Summary Status:	CNPC changes behavior CNPC moves Down, Left	Setup: 5	Player(s) currently playing a gamemode. Ship View, edited the customer of the Ship View. Ship View (ship Customer or
Espected Resu  Execution Summary  Sint  Test  Date Complete	is medium laser removed from the ship		Exec	3 4 Expected Results cution Summary Status: Tester:	CNPC changes behavior CNPC moves Down, Left	Test ID:	Player(s) currently playing a gamemode, Ship View, ShiPC's Health equals zero, All Player(s) are not on board SMPC, SMPC's shed is tuned off Flest StepSplostep Player(s) ship his SMPC SMPC's health equals zero SMPC's health equals zero
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Execution Summary  Execution Summary  Site  Test  Date Complete  Test Case Nam  Test  Bett  Definition  Execution Summary  Execution Summary  Site  Test  Execution Summary	Is medium laser removed from the ship  It is medium laser removed from the ship  It is more large laser on enemy ship  It is flagger boarded enemy ship  It is larger laser		Esse	3 4 Expected Results cution Summary Status: Tester:	CNPC changes behavior CNPC moves Down, Left CNPC dodges Down, Left	Test ID:  Setup:  10  1   Expected Results  Execution Summary  Status:  Tester:  Date Completed.	Plager(s) currently playing a gamemode, SNPC'S Neath equate zero, SNPC'S Neath equate zero, SNPC'S Neath equate zero, SNPC'S Neath equate zero, SNPC'S Neath equate zero SNPC'S neath equate zero SNPC'S neath equate zero SNPC'S climinated SNPC'S climinated SNPC'S climinated
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Execution Summary  Estacution Summary  Test Case Non  Expected Resu  Execution Summary  Execution Summary  Execution Summary  Total  Total  Expected Resu  Total  Expected Resu  Execution Summary  D  Expected Resu  Execution Summary  Total  Total  Total  Expected Resu  Execution Summary  Total  Execution Summary  Total  Total  Total  Total  Total  Total  Total  Total  Select  Select  Total  Select  Select  Total  Select  Select  Select  Total  Select  Select  Select  Total  Select  Select  Select  Total  Select  Sele	is medium later removed from the ship  is considered and the ship of the ship		Case	3 4 Expected Results cution Summary Status: Tester:	CNPC dadges Down, Left CNPC dadges Down, Left	Test ID:  Setup:  10  1   2   3   Expected Results Execution Summars Statistic Test Case Name:  Test ID:  1   1   1   2   2   2   3   5   5   5   5   5   5   5   5   5   5	Plager(s) currently playing a gamemode, SNPCs sheeth equals zero, SNPCs sheeth equals zero, SNPCs sheeth equals zero, SNPCs sheeth equals zero, SNPCs sheeth equals zero SNPCs deliminated so SNPCs deliminated so SNPCs deliminated so SNPCs sheeth equals zero SNPCs deliminated so SNPCs deliminated so SNPCs sheeth equals zero snPCs snPCs sheeth equals zero snPCs snPCs sheeth equals zero snPCs snPC
Execution Burnmary  State  Date Complete  Execution Summary  Test Case Name  Execution Summary  State  Date Complete  Execution Summary  State  Test  Execution Summary  Execution Summary  Execution Summary  Test  State  D  D  D  Expected Rest  Test  Test  Test  Test  Test  Test  Test  Test  State  D  D  D  D  D  D  D  D  D  D  D  D  D	is medium later removed from the ship  is considered and the ship of the ship		Esse	3 4 Expected Results cution Summary Status: Tester:	CNPC dadges Down, Left CNPC dadges Down, Left	Test ID:  Setup:  10  1   2   2   2   2   2   2   2   2   2	Plager(s) currently playing a gamemode, SNPCs sheeth equals zero, SNPCs sheeth equals zero, SNPCs sheeth equals zero, SNPCs sheeth equals zero, SNPCs sheeth equals zero SNPCs deliminated so SNPCs deliminated so SNPCs deliminated so SNPCs sheeth equals zero SNPCs deliminated so SNPCs deliminated so SNPCs sheeth equals zero snPCs snPCs sheeth equals zero snPCs snPCs sheeth equals zero snPCs snPC

	Tester:			E	xecution Summary		
Dat	ate Completed:				Status:		
					Tester:		
Test	t Case Name: Test ID:	remove large disruptor on enemy ship			Date Completed:		
	Test ID:	player boarded enemy ship					
	Setup:	Test Step/Substep					
		player interacts with the large disruptor					
		player interacts with the large disruptor player holds the large disruptor		-	Tost Care Name	SNPC aggro Ship by attack range	
Eve	nacted Parults	large disruptor removed from the ship			Toet ID:		
Lap	pecied results	ange conseptor removed norm the strip			Test io.	Player(s) currently playing a gamemode, Ship View, SNPC is still alive, All Player(s) are not on board SNPC, SNPC on player screen	
						Ship View,	
						SNPC is still alive, All Plauer(e) are not on board SNPC	
					Setup:	SNPC on player screen	
Execution St	Summary				ID	Test Step/Substep	
	Status:				1	Ship moves within SNPC attack range	
	Tester:				2	SNPC aims at Ship	
Dat	ate Completed:				3	SNPC fires at Shin	
					Expected Results	SNPC fights Ship	
Test	st Case Name:	remove small missle on enemy ship					
	Test ID:			E	xecution Summary		
	Setup:	player boarded enemy ship			Status:		
	ID	Test Step/Substep			Tester:		
	- 1	player interacts with the small missle			Date Completed:		
	2	player holds the small missle					
Exp	pected Results	small missle removed from the ship					
Execution S	Summary						
	Status:				Test Case Name:	SNPC aggro Ship attacking SNPC	
	Tester:				Test ID:		
n.	ate Completed:				Sat	Prayer(s) currency paying a gamenioue, Ship View, SNPC is still alive, All Player(s) are not on board SNPC, SNPC on player screen, Ship aims at SNPC	
Da	completed:				ID Setup:	Test Step/Substep	
7	st Case Name:	remove medium missle on enemy ship				Ship hits SNPC	
test	Test ID:	remote measure masse on citally stip			1	SNPC aims at Ship	
	Cature.	player boarded enemy ship				SNPC fires at Ship	
	in Setup:	player boarded enemy ship Test Step/Substep			Expected Results		
	10	riest steprodustep			Expedied Results	SNPC lights Ship	
	1	player interacts with the medium missile player holds the medium missile		-	xecution Summary		
r	nected Persits	medium missle removed from the ship		В	Status:		
Exp	Acsults				Status: Tester:		
	bummar.				Date Completed:		
Execution S	Summary Status:				Date Completed:		
	Status: Tester:						
0	Tester: ate Completed:						
Da	are compreted:						
	et Caro Name	remove fame missle on enemy ship		_	Toet Cook No	SNPC avoid Ship's Projectile	
Test	Tant II	remove large missle on enemy ship					
	Test ID:				Test ID:	Discourse) - mareito elecion o communio	
					_	Player(s) currently playing a gamemode, Ship View, SNPC is still alive, All Player(s) are not on board SNPC, SNPC on player screen, Ship's Projectile fired	
	Setup:	player boarded enemy ship			Setup:	Snip's Projectile fired	
	IU	Tost Step/Substep player interacts with the large missle			ID	Test Step/Substep	
	1	player interacts with the large missle			1	Ship fires projectile at SNPC	
		player holds the large missle			2	SNPC detect projectile	
Exp	pected Results	large missle removed from the ship			3	SNPC moves out of projectile path	
					Expected Results	SNPC avoids Projectile	
Execution Si	Summary Status:				xecution Summary		
	Status: Tester:			ь	xecution Summary Status:	+	
C-	Tester: ate Completed:				Status: Tester:		
Da	completed:				Date Completed:		
Tori	st Case Name	remove small torpedos on enemy ship			Danc Completed.		
103	Test ID:	remove arisis to peace on enemy any					
		player boarded enemy ship					
	ID Setup:	Test Step/Substep					
	- 1	player interacts with the small torpedos		-	Test Case Name	SNPC detect Projectile	
	2	player interacts with the small torpedos player holds the small torpedos			Toet ID:		
Eve		small torpedos removed from the ship			Satur	Player(s) currently playing a gamemode, Ship View, SNPC is still alive, All Player(s) are not on board SNPC, SNPC on player screen, Ship's Projectile fired	
					ID Setup.	Test Step/Substep	
Frecution St	Summary			<del>-</del>	1	Ship fires projectile	
Execution of	Summary Status:				2	SNPC detect Projectile	
	Tester:				Expected Results	SNPC detect Projectile	
Dat	ate Completed:				,		
				E	xecution Summary		
Test	st Case Name:	remove medium torpedos on enemy ship			Status:		
	Test ID:				Tester:		
	Setup:	player boarded enemy ship			Date Completed:		
	ID	Test Step/Substep					
	1	player interacts with the medium torpedos					
	2	player holds the medium torpedos					
Exp	pected Results	medium torpedos removed from the ship					
					Test Case Name:	SNPC stop aggro by Ship out of range	
Execution St	Summary				lest ID:		
	Status:					Player(s) currently playing a gamemode, Ship View, SINPC is still alive, All Player(s) are not on board SNPC, SNPC on player screen, SNPC aggro on Ship	
	Tester:				ID Setup.	Test Step/Substep	
Day	ate Completed:			<del>-</del>		Ship moves out of aggro range of SNPC	
Da Da	and Johnson Cu.				2	SNPC stops aggro	
7	st Case Name:	remove large torpedos on enemy ship			Expected Results	SNPC stops aggro	
Test	t Case Name: Test ID:	remove range to peace on enemy snip			Expected Results	оне о зырь аудго	
	Setur:	player boarded enemy ship		-	xecution Summary		
		Test Step/Substep		В	xecution summary Status:		
	ID				Tester:		
	ID						
	ID 1	player interacts with the large torpedos player holds the large torpedos			Date Complete 4:		
	1 2	player holds the large torpedos			Date Completed:		
	1 2	player interacts with the large torpedos player holds the large torpedos large torpedos removed from the ship			Date Completed:		
Ехр	1 2 pected Results	player holds the large torpedos			Date Completed:		
	1 2 pected Results	player holds the large torpedos			Date Completed:		
Ехр	1 2 pected Results	player holds the large torpedos			Date Completed:		
Execution St	1 2 pected Results Summary Status: Tester:	player holds the large torpedos large torpedos removed from the ship			Date Completed:	SNPC stop aggro by ship eliminated	
Execution St	1 2 pected Results	player holds the large torpedos large torpedos removed from the ship			Date Completed:	SNPC stop aggro by ship eliminated	

						Player(s) currently playing a gamemode, Ship View. SNPC is still aftive, All Player(s) are not on board SNPC, SNPC on player screen, SNPC on player screen, SNPC aggre on Ship
						SNPC is still alive,
						All Player(s) are not on board SNPC, SNPC on player screen
					Setup:	SNPC aggro on Ship
Test Case Name:	remove small cannon on owner ship				ID	Test Step/Substep
Test ID:	player is in the weapon seat					SNPC fires at ship
Setup:	player is in the weapon seat Test Step/Substep				2	ship takes damage and health equals zero ship is eliminated
	player picks the slot of small cannon				4	SNPC stops aggro
	player removes the small cannon				Expected Results	SNPC stops aggro
3	player holds the small cannon					
Expected Results	slot of the small cannon on the ship is empty				Execution Summary Status:	
					Status:	
Execution Summary					Tester: Date Completed:	
Status: Tester:					Date Completed:	
Date Completed:						
Test Case Name:	remove medium cannon on owner ship					
Test ID:						
Setup:	player is in the weapon seat					
	Test Step/Substep player picks the slot of medium cannon					
	player picks the slot of medium cannon player removes the medium cannon					
3	player holds the medium cannon					
Expected Results	slot of the medium cannon on the ship is empty					
Execution Summary Status:						
Status: Tester:						
Tester: Date Completed:						
Date Completed:						
Test Case Name:	remove large cannon on owner ship					
Test ID:						
Setup:	player is in the weapon seat					
ID	Test Step/Substep player picks the slot of large cannon					
1	player picks the slot of large cannon					
2	player removes the large cannon					
Special desired from the	player holds the large cannon slot of the large cannon on the ship is empty					
Expedied Results	siot of the large califion on the slip is empty					
Execution Summary						
Status:						
Tester:						
Date Completed:						
Test Case Name: Test ID:	remove small shotgun on owner ship					
	player is in the weapon seat					
ID ID	Test Step/Substep					
1	player picks the slot of small shotgun					
2	player removes the small shotgun					
3	player holds the small shotoun					
Expected Results	slot of the small shotgun on the ship is empty					
Execution Summary Status:						
Tester:						
Date Completed:						
Test Case Name:	remove medium shotgun on owner ship					
Test ID:	player is in the weapon seat					
Setup:	piayer is in the weapon seat Teet Sten/Substan					
1	Test Step/Substep player picks the slot of medium shotgun					
2	player removes the medium shotgun					
3	player holds the medium shotgun					
Expected Results	slot of the medium shotgun on the ship is empty					
Execution Summary Status:						
Status: Tester:						
Date Completed:						
Test Case Name:	remove large shotgun on owner ship					
Setup:	player is in the weapon seat					
ID .	Test Step/Substep player picks the slot of large shotgun					
2	player picks the slot or large shotgun player removes the large shotgun					
3	player holds the large shotgun					
Expected Results	slot of the large shotgun on the ship is empty					
Execution Summary Status:						
Status: Tester:						
Date Completed:						
Test Case Name:	remove small laser on owner ship					
Test ID:						
Setup:	player is in the weapon seat Test Step/Substep					
10	player picks the slot of small laser					
2	player removes the small laser					
3	player holds the small laser					
Expected Results	slot of the small laser on the ship is empty					
Execution Summary						
Status: Tester:						
Tester: Date Completed:						
Test Case Name:	remove medium laser on owner ship					
Test ID:						
Setup:	player is in the weapon seat Test Step/Substep					
ID.	Test Step/Substep					
1	player picks the slot of medium laser player removes the medium laser					
2	player removes the medium laser player holds the medium laser					
Expected Results	slot of the medium laser on the ship is empty					
Expedied Results						

	Execution Summary Status:				
	Status: Tester				
	Date Completed:				
	Test Case Name:	remove large laser on owner ship			
	Test ID:	described a second seco			
	ID Setup.	player is in the weapon seet Test StepSubstep			
	1	player picks the slot of large laser			
	2	player removes the large laser			
	Evnerted Perulin	player holds the large laser slot of the large laser on the ship is empty			
	Expedied Results	socion une single sasci un une singli a crinjay			
	Execution Summary				
	Status:				
	Tester				
	Date Completed				
	Test Case Name:	remove small disruptor on owner ship			
	Total ID:				
	Setup:	player is in the weapon seat Test StepSubstep			
	ID .	Test StepSubstatep player picks the salt of small disruptor			
		buyer removes the small disruptor			
	3	player holds the small disruptor			
	Expected Results	slot of the small disruptor on the ship is empty			
	Execution Summary Status:				
	Tester				
	Date Completed				
	Test Case Name: Test ID:	remove medium diaruptor on owner ship			
	Setup:	player is in the weapon seat			
	ID	Teat Step/Subatep player picks the slot of medium disruptor			
	1	player picks the slot of medium disruptor			
	2	player removes the medium disruptor layer removes layer removes la			
		payer into a transition and produced in the state of the			
	Execution Summary				
	Status: Tester				
	Date Completed:				
	Test Case Name:	remove large disruptor on owner ship			
	ID Setup:	player is in the weapon seat Test StepSubstep			
	- 1	player picks the slot of large disruptor			
	2	player removes the large disruptor			
	3	player holds the large disruptor			
	Expected Results	slot of the targe disruptor on the ship is empty			
	Execution Summary				
	Status:				
	Tester				
	Date Completed				
	Test Case Name:	remove small missile on owner ship			
	Test ID:				
	Setup:	player is in the weapon seat			
	ID	Test Step/Substep player picks the slot of small missie			
	2	Jayer cranous the sand maste			
	3	player holds the small missle			
	Expected Results	slot of the small missle on the ship is empty			
	Execution Summary				
	Status:				
	Tester				
	Date Completed				
	Test Case Name	remove medium missle on owner ship			
	Test ID:				
	Setup	player is in the weapon seat			
	ID 1	Test Step/Substep player picks the slot of medium missle			
		payer pinos me six or mealum misse player removes the medium missle			
	3	player holds the medium missle			
	Expected Results	slot of the medium missile on the ship is empty			
	Execution Summary				
	Status:				
	Tester				
	Date Completed:				
	Test Case Name	remove large missle on owner ship			
	Setup	player is in the weapon seat			
	ID	player is in the waspon seal Teat StapPlatcharp payer pinds the sixt of large missle			
	1	player picks the slot of large missle player emoves the large missle			
	3	player holds the large missle			
	Expected Results	slot of the large missie on the ship is empty			
	Execution Summary Status:				
	Tester				
	Date Completed				
	Total Command				
	Test Case Name: Test ID:	remove small torpedos on owner ship			
	Setup:	player is in the weapon seat			
	ID	Test Step/Substep			
	1	player picks the slot of small torpedos player removes the small torpedos			
		pages remotes the street replaces			

	3 player holds the small torpedos			
Expected Results	s slot of the small torpedos on the ship is empty			
 Execution Summary				
Status	E .			
Tester	G			
Date Completed	i .			
Test Case Name	remove medium torpedos on owner ship			
Setup	c player is in the weapon seat Test Step/Substep			
ID	Test Step/Substep			
	1 player picks the slot of medium torpedos 2 player removes the medium torpedos			
	2 player removes the medium torpedos			
	3 player holds the medium torpedos s slot of the medium torpedos on the ship is empty			
Execution Summary Status				
Status Tester	E			
Tester				
Date Completed	i .			
Test Case Name	remove large torpedos on owner ship			
Test ID				
Setup	player is in the weapon seat			
ID	Test Step/Substep  1 player picks the slot of large torpedos			
	1 player picks the slot of large torpedos			
	2 player removes the large torpedos 3 player holds the large torpedos			
	s slot of the large torpedos on the ship is empty			
Expedied Result	s sot of the large torpedos off the strip is empty			
Execution Summary Status				
 Characteristics and an interference of the control				
Tester				
Date Completed				
Date Completed	-			
Tost Case Name	: install small cannon			
rest ID	player is in the weapon seat.			
Setup	: player is holding a small cannon			
ID	player is in the weapon seat, player is holding a small cannon Test SteplSubstep 1 player selects the slot to install			
1	1 player selects the slot to install			
	2 player selects the small cannon			
Expected Results	s small cannon attached to the ship on the selected slot			
Execution Summary				
Execution Summary Status	:			
Tester				
Date Completed	t			
Test Case Name	: install medium cannon			
Test ID	:			
	player is in the weapon seat, player is holding a medium cannon Test SteprSubstep  1 player selects the slot to install			
Setup	c player is holding a medium cannon			
ID	Test Step/Substep			
1	1 player selects the slot to install			
	2 player selects the medium cannon			
Expected Results	s medium cannon attached to the ship on the selected slot			
Execution Summary Status				
Tester				
rester				
Date Completed				
Total Come Name	: install large cannon			
Test ID	. Install angle carrion			
rescib	nlawer in in the weapon next			
Setup	player is in the weapon seat, c player is holding a large cannon			
ID	Test Step/Substep			
1	Test Step/Substep  1 player selects the slot to install			
	2 player selects the large cannon			
Expected Results	s large cannon attached to the ship on the selected slot			
Execution Summary				
Status Tester	E .			
Tester				
Date Completed	t .			
rest Case Name	: install small shotgun			
i est ID	player is in the weapon seat.			
Setup	: player is holding a small shotgun			
ID	player is in the weapon seat, player is holding a small shotgun Test StepiSubstep 1 player selects the slot to install			
1	1 player selects the slot to install			
	2 player selects the small shotgun			
Expected Results	s small shotgun attached to the ship on the selected slot			
Execution Summary Status Tester				
Status	K .			
Tester				
Date Completed				
Test Case Name	install medium shotgun			
Test ID				
Sphin	: player is in the weapon seat, player is holding a medium shotgun			
ID Getup	Test Step/Substep			
1	1 player selects the slot to install			
	2 player selects the medium shotgun			
Expected Results	s medium shotgun attached to the ship on the selected slot			
Execution Summary				
Status				
Tester				
Date Completed	t			
Test Case Name	: install large shotgun			
Test ID	t			

	player is in the weapon seat, player is holding a large shotgun				
Setup:	player is holding a large shotgun  Toet Ston/Substan				
1	Test Step/Substep player selects the slot to install				
2	player selects the large shotgun				
Expected Results	large shotgun attached to the ship on the selected slot				
Execution Summary Status: Tester:					
Tester					
Date Completed:					
Test Case Name:					
Toet ID:					
	player is in the weapon seat, player is holding a small laser				
Setup:	player is holding a small laser				
ID 1	Test Step/Substep player selects the slot to install				
2	player selects the small laser				
Expected Results	small laser attached to the ship on the selected slot				
Execution Summary Status:					
Execution Summary					
Tester					
Date Completed:					
Test Case Name: Test ID:	install medium laser				
Test ID.	player is in the weapon seat.				
Setup:	player is in the weapon seat, player is holding a medium laser				
	Test Step/Substep player selects the slot to install				
1	player selects the slot to install player selects the medium laser				
Expected Results	medium laser attached to the ship on the selected slot				
Execution Summary Status: Tester:					
Status:					
Date Completed:					
_au compress.					
Test Case Name:	install large laser				
Test ID:	player is in the weapon seat.				
Setup:	player is in the weapon seat, player is holding a large laser Test Step/Substep				
	player selects the slot to install player selects the large laser				
Expected Results	large laser attached to the ship on the selected slot				
Execution Summary					
Status: Tester:					
Tester: Date Completed:					
Date Completed.					
Test Case Name:	install small disruptor				
Test ID:	places in in the weapon part				
Setup:	player is in the weapon seat, player is holding a small disruptor Test Step/Substep				
ID	Test Step/Substep				
1	player selects the slot to install player selects the small disruptor				
Expected Results	small disruptor attached to the ship on the selected slot				
Execution Summary Status: Tester:					
Status:					
Date Completed:					
Test Case Name:	install medium disruptor				
Test ID:	player is in the weapon seat, player is holding a medium disruptor Toest Step/Substep player selects the slot to install				
Setup:	player is holding a medium disruptor				
ID A	I est Step/Substep				
2	player selects the medium disruptor				
Expected Results	medium disruptor attached to the ship on the selected slot				
Execution Summary Status:					
Tester					
Date Completed:					
The state of the s	install large disruptor				
Teat to	player is in the weapon seat, player is holding a large disruptor				
Setup:	player is holding a large disruptor				
	Test Step/Substep player selects the slot to install				
2	player selects the large disruptor				
Expected Results	large disruptor attached to the ship on the selected slot				
Execution Summary Status:					
Tester:					
Date Completed:					
<u> </u>	install small missle				
Test Case Name: Test ID:	instali smail missle				
Test ID.	player is in the weapon seat,				
Setup:	player is in the weapon seat, player is holding a small missle Test Step/Substep				
2	player selects the small missle				
Expected Results	small missle attached to the ship on the selected slot				
Execution Summary					

Status:		
Tester: Date Completed:		
Date Completed:		
Test Case Name:	irstall medium missle	
Test ID:		
Setup:	player in the seapon seat.  (player is noting a resident missele  Test Skipp State (in the seapon seat.)	
ID	Test Step/Substep	
1	player selects the slot to install player selects the medium missile	
2 Evnerted Parathe	(player ackeds the medium mosale memory and a second to the second to th	
Execution Summary		
Execution Summary Slatus: Tester:		
Tester:		
Date Completed:		
Test Case Name:	install large missile	
	player is in the sweapon met.    Signer in String a signer media   Test StringString a String a signer media   Test StringString a String a signer media   Signer mediating a signer media   Signer mediating a signer sign	
Setup:	payer is noting a large misse. The Should be the state of	
1	player selects the slot to install	
2	player selects the large missie	
Expected Results	large missle attached to the ship on the selected slot	
Execution Summary Status:		
Status: Tester:		
Date Completed:		
	Install and Copedus	
Test ID:	player is in the weapon seat,	
Setup:	player is in the weapon seat, lajor is in briding a small loopedos Test StopSubsides player selects the sict to install	
ID.	Test Step/Substep	
1 2	player selects the start to install gaper selects the small topodos  and transport selects the small topodos  and transport selects the small topodos  and transport selects the best into the selected start  and transport selected to the chi on the selected start  and transport selected to the chi on the selected start	
Expected Results	pages services are strain supprove.  mail trappiors attended to the ship on the selected stot	
Execution Summary Status:		
Status: Tester:		
Tester: Date Completed:		
bale completed.		
Test Case Name:	install medium torpedos	
Setur	player is in the weapon seat, notation and the state of t	
ID ID	player is in the weapon seat. (a)per as holding a medium tarpedus  Text StuppChasted  Tex	
1	player selects the slot to install	
2	player selects the medium torpedos	
	medium torpedos attached to the ship on the selected slot	
Execution Summary Status: Tester:		
Status:		
Tester:		
Date Completed:		
Test Case Name:	install large tomedas	
e.i	player is in the sweapon each, appliager bodings allege propriets Treat StarpSquisterports Treat StarpSquisterports (prince relatings allege propriets (prince relatings allege propriets (prince relating allege propriets (prince relating allege propriets (prince relating allege propriets (prince relating allege propriets) (prince relating allege prince relating allege propriets) (prince relating allege prince re	
Setup:	page is notining a large expector.  The Standishiption of the stan	
1	player selects the slot to install	
2	player selects the large torpedos	
Expected Results	large torpedors attached to the ship on the selected slot	
F		
Execution Summary Status:		
Tester:		
Date Completed:		
Test Case Name	player ains with small curroon	
ID	Test StopSubstep  Julyor selects the said hidding small cannon  Julyor control the discission of the small cannon  Julyor control the discission of the small cannon  Julyor control the discission of the small cannon	
1	payer seescs are son noang granac cannon have controlled a relation of the arms of some controlled and page of the controlled and the controlled a	
Expected Results	page control net details in the small cannot detected in the small cannot changed detected in the small cannot changed	
Execution Summary Status:		
Status: Tester:		
Tester: Date Completed:		
Date Completed.		
Test Case Name:	player ains with nedum cannon	
Test ID:		
Setup:	JANUARY AND	
1	player is in the weapon seat Test StapSobustee player selects the side thinking medium cannon player control the direction of the medium cannon	
2	player control the direction of the medium cannon	
Expected Results	large control in a discount control co	
Execution Summary Chaluse		
Execution Summary Statu: Tester:		
Date Completed:		
Test Case Name:	player aims with large cannon	
Setup:	player is in the weapon seat fleat StepSobatop	
ID.	Test Step/Substep	

1	player selects the slot holding large cannon player control the direction of the large cannon			
2	player control the direction of the large cannon			
Expected Results	direction of the large cannon changed			
Execution Summary				
Status:				
Tester:				
Date Completed:				
Test Case Name:	player aims with small shotgun			
Test ID:				
Setup:	player is in the weapon seat			
ID.	Test Step/Substep player selects the slot holding small shotgun			
1	player selects the slot holding small shotgun			
2	player control the direction of the small shotgun			
Expected Results	direction of the small shotgun changed			
Execution Summary Status: Tester:				
Status:				
Tester:				
Date Completed:				
Test Case Name:	player aims with medium shotgun			
Test ID:	player is in the weapon seat Test Step/Substep			
Setup:	player is in the weapon seat			
ID	Test Step/Substep			
1	player selects the slot holding medium shotgun			
2	player selects the slot holding medium shotgun player control the direction of the medium shotgun			
Expected Results	direction of the medium shotgun changed			
Execution Summary Status: Tester:				
Status:				
Tester				
Date Completed:				
Date Completed:				
# 14 · 11	player aims with large shotgun			
Test Case Name: Test ID:	payer anno marialge sholguri			
Test ID:	atomatic in the consense and			
Setup:	player is in the weapon seat Test Step/Substep			
ID .	rest oteproupstep			
1	player selects the slot holding large shotgun			
2	player control the direction of the large shotgun			
Expected Results	direction of the large shotgun changed			
Execution Summary				
Execution Summary Status: Tester:				
Tester:				
Date Completed:				
Test Case Name:	player aims with small laser			
Setur	player in in the weapon past			
ID ID	player is in the weapon seat Teat Step/Substep player selects the slot holding small laser player control the direction of the small laser			
1	nisses release the stat holding small large			
	player selects the stort routing small leave			
Consisted Described	direction of the small laser changed			
Expected Results	direction of the small raser changed			
Execution Summary				
Status:				
Status: Tester:				
Tester: Date Completed:				
Date Completed:				
Test Case Name:	player aims with medium laser			
Setup:	player is in the weapon seat Test Stepl'Substep player selects the slot holding medium laser			
ID.	rest ateprausstep			
1	player selects the slot holding medium laser			
Expected Results	direction of the medium laser changed			
Execution Summary				
Status:				
Tester				
Date Completed:				
Test Case Name:	player aims with large laser			
Setup:	player is in the weapon seat Test Step/Substep player selects the slot holding large laser			
ID	Test Step/Substep			
1	player selects the slot holding large laser			
Expected Results	direction of the large laser changed			
Execution Summary Status: Tester:				
Status:				
Tester:				
Date Completed:				
Test Case Name:	player aims with small disruptor			
Test ID:	player aims with small disruptor			
Setup:	player is in the weapon seat			
ID October	Test Step/Substep			
1	Test Step/Substep player selects the slot holding small disruptor			
2	player control the direction of the small discustor			
Emerated Decides	player control the direction of the small disruptor direction of the small disruptor changed			
Expected Results				
Evacution Summany				
Execution Summary Status:				
Status: Tester:				
Tester: Date Completed:				
Date Completed:				
Test Case Name: Test ID:	player aims with medium disruptor			
Test ID:				

	Setup: p	player is in the weapon seat			
	ID 1	Test Step/Substep player selects the slot holding medium disruptor			
	1 p	player selects the slot holding medium disruptor			
	2 p	player control the direction of the medium disruptor			
E	Expected Results of	direction of the medium disruptor changed			
Execution	on Summary				
	on Summary Status:				
	Tester:				
	Date Completed:				
Te	Test Case Name: p	player aims with large disruptor			
	Test ID:				
	Setup: p	player is in the weapon seat			
	ID 1	Test Step/Substep player selects the slot holding large disruptor			
	1 p	player selects the slot holding large disruptor			
	2 p	player control the direction of the large disruptor			
E	Expected Results of	direction of the large disruptor changed			
Execution	on Summary				
	Status:				
	Tester:				
	Date Completed:				
To	Test Case Name: p	player aims with small missle			
	Setup: p	player is in the weapon seat			
	ID 1	player is in the weapon seat Test Step/Substep			
	1 p	player selects the slot holding small missle player control the direction of the small missle			
	2 p	player control the direction of the small missle			
E	Expected Results of	direction of the small missle changed			
Execution	on Summary Status:				
	Status:				
	Tester:				
	Date Completed:				
To	Test Case Name: p	player aims with medium missle			
	Setup: -	nlavar is in the warmon part			
	ID 1	Test Step/Substep			
	1 p	Test Step/Substep player selects the slot holding medium missle			
E	Expected Results of	direction of the medium missle changed			
Execution	on Summary Status:				
	Status:				
	Tester:				
	Date Completed:				
To	Test Case Name: p	player aims with large missle			
	Test ID:				
	Setup: p	player is in the weapon seat			
	ID 1	Test Step/Substep			
	1 p	player selects the slot holding large missle			
	2 p	player control the direction of the large missle			
E	Expected Results of	direction of the large missle changed			
Execution	on Summary Status:				
	Status: Tester:				
	Date Completed:				
	Date Completed:				
Te	Test Case Name: p	player aims with small torpedos			
	Test ID:				
	Setup: p	player is in the weapon seat Test Step/Substep player selects the slot holding small torpedos			
	ID 1	rest atepraunstep			
	1 p	prayer selects the slot holding small torpedos			
_		player control the direction of the small torpedos direction of the small torpedos changed			
E	Expected Results of	uneusuri of the small torpedos changed			
W 41.	on Summer-				
Execution	on Summary Status:				
	Tester:				
	Date Completed:				
	Lanc Completed:				
Te	Test Case Name:	player aims with medium torpedos			
	Test ID:	. ,			
	Setup: p	player is in the weapon seat			
	ID 1	Test Step/Substep			
	1 0	Test Step/Substep player selects the slot holding medium torpedos			
	2 p	player control the direction of the medium torpedos			
F	Expected Results of	direction of the medium torpedos changed			
Execution	on Summary				
	Status:				
	on Summary Status: Tester:				
	Date Completed:				
To	Test Case Name:	player aims with large torpedos			
	Setup: 0	player is in the weapon seat			
	ID 1	Test Step/Substep			
	1 0	player is in the weapon seat Test Step/Substep player selects the slot holding large torpedos			
E	Expected Results of	direction of the large torpedos changed			
Execution	on Summary				
	on Summary Status:				
	Tester:				
	Date Completed:				

W. 10. 11. 1	olayer fires ship small cannon			
rest Case Name: pi	stayer tires ship small cannon			
Test ID:				
Setup: pi	player is in the weapon seat			
1 10	Fest Step/Substep			
2 pt	player selects the suct nothing small cannon			
Connected Describe on	imal cannon fired on command			
Expedied Results Sil	anai cannon neg on commano			
Formulas Communica				
Execution Summary Status:				
Tester:				
Date Completed:				
Date Completed.				
Yest Coss Name: at	days for the made a second			
Test ID:	olayer fires ship medium cannon			
rest ib.	olayer is in the weapon seat			
ID To	sayer is in the weapon seat			
10 10	Fest Step/Substep player selects the slot holding medium cannon			
1 ps	sayer selects the slot holding medium cannon			
2 ps	player selects the function to fire the medium cannon medium cannon fired on command			
Expected Results In	nedium cannon tired on command			
Execution Summary Status:				
Status: Tester:				
rester:				
Date Completed:				
T	olayer fires ship large cannon			
rest Case Name: pi	stayer tires ship large cannon			
Test ID:	decrease in the common west			
ID To	olayer is in the weapon seat Fest Step/Substep			
IIV To	rest Step/Substep player selects the slot holding large cannon			
1 pli	player selects the slot holding large cannon player selects the function to fire the large cannon			
2 pli	olayer selects the function to fire the large cannon arge cannon fired on command			
Expected Results las	arge carrion tired on command			
E-renting Comments				
Execution Summary Status:				
Status: Tester:				
Tester: Date Completed:				
Date Completed:				
Total Co. 11	days for the small shates			
Test Case Name: pla	olayer fires ship small shotgun			
Test ID:				
Setup: pla	olayer is in the weapon seat Fest Step/Substep player selects the slot holiding small shotgun			
ID To	Test Step/Substep			
1 pli	player selects the slot holding small shotgun			
2 ps	olayer selects the function to fire the small shotgun small shotgun fired on command			
Expected Results sh	mail snotgun tired on command			
Formulae Communication				
Execution Summary Status:				
Tester:				
Tester:				
Date Completed:				
Yest Coss Name: at	olayer fires ship medium shotgun			
Test ID:	auto mes any messam arongon			
Sature of	player is in the weapon seat			
ID To	Test Sten/Substen			
1 nk	Test Step/Substep  blayer selects the slot holding medium shotgun			
2 nl:	player selects the function to fire the medium shotgun			
Expected Results in	nedium shotgun fired on command			
Execution Summary				
Status:				
Status: Tester:				
Date Completed:				
Test Case Name: pla	olayer fires ship large shotgun			
Test ID:				
Setup: pla	olayer is in the weapon seat Fest Step/Substep player selects the slot holding large shotgun			
ID To	Fest Step/Substep			
1 pla	player selects the slot holding large shotgun			
Expected Results las	arge shotgun fired on command			
Execution Summary Status:				
Status:				
Tester:				
Date Completed:				
Toet Caro Names -1	olayer fires ship small laser			
Setup: pla	player is in the weapon seat			
ID To	Test Step/Substep			
1 10	Test Step/Substep player selects the slot holding small laser			
2 ni	olayer selects the function to fire the small laser			
Expected Results on	mail laser fired on command			
SI				
Execution Summary				
Status:				
Tester:				
Date Completed:				
Test Case Name: pla	olayer fires ship medium laser			
Setup: pla	player is in the weapon seat			
ID To	olayer is in the weapon seat Fest Step/Substep			
1 pli	slaver selects the slot holding medium laser			
2 pli	player selects the function to fire the medium laser			
Expected Results m	medium laser fired on command			
Execution Summary				
Status:				
Tester:				
Date Completed:				

	Took Coop Nome	: player fires ship large laser			
	Test ID:				
	Setup	player is in the weapon seat			
	ID	player is in the weapon seat Test Step/Substep player selects the slot holding large laser			
	1	1 player selects the slot holding large laser			
	2	2 player selects the function to fire the large laser			
	Expected Results	s large laser fired on command			
	Execution Summary				
	Status: Tester				
	Date Completed:				
	Date Compresso.				
	Test Case Name:	player fires ship small disruptor			
	Setup:	player is in the weapon seat Test Step/Substep			
	ID	Test Step/Substep			
	1	player selects the slot holding small disruptor player selects the function to fire the small disruptor			
	Connected Describe	2 player selects the function to fire the small disruptor s small disruptor fired on command			
	Expedied Results	s smar disuppor nied on command			
	Execution Summary				
	Execution Summary Status				
	Tester				
	Date Completed:				
		: player fires ship medium disruptor			
	Setun	player is in the weapon seat Test Stepi/Substep			
	ID	Test Step/Substep			
	1	1 player selects the slot holding medium disruptor			
	2	2 player selects the function to fire the medium disruptor			
	Expected Results	s medium disruptor fired on command			
	Execution Summary				
	Status: Tester				
	Date Completed				
	Test Case Name:	player fires ship large disruptor			
	Test ID:	:			
	Setup:	player is in the weapon seat			
	ID 1	Test Steptbustep  I player selects the slot holding large disruptor			
	2	2 player selects the function to fire the large disruptor			
	Expected Results	large disruptor fired on command			
	Execution Summary Status:				
	Status				
	Tester				
	Date Completed:				
	Test Case Name:	player fires ship small missle			
	Test ID:				
	Setup:	player is in the weapon seat			
	ID	Test Step/Substep			
	1	1 player selects the slot holding small missle 2 player selects the function to fire the small missle			
	Connected Describe	s small missle fired on command			
	Expedited Neadila	a and make need on commune			
	Execution Summary Status:				
	Status				
	Date Completed:				
	Test Case Name	: player fires ship medium missle			
	Test ID:				
	Setup	player is in the weapon seat Test Step/Substep player selects the slot holding medium missle			
	ID	Test Step/Substep			
	1	1 player selects the slot holding medium missle			
		2 player selects the function to fire the medium missle s medium missle fired on command			
	Expedied Results	s mount make now off continuing			
	Execution Summary				
	Status:				
	Tester				
	Date Completed:				
	Test Case Name	: player fires ship large missle			
	Setup:	player is in the weapon seat			
	ID.	Tast Ston/Substan			
	1	p layer selects the slot holding large missie player selects the function to fire the large missie			
	5	2 player selects the function to fire the large missle			
	Expected Results	s large missie fired on command			
	Execution Summarv				
	Execution Summary Status: Tester.				
	Tester				
	Date Completed:				
	rest Case Name:	player fires ship small torpedos			
	Setup:	player is in the weapon seat			
	ID	Test Stepi/Substep  I player selects the slot holding small torpedos			
	1	1 player selects the slot holding small torpedos			
	2	2 player selects the function to fire the small torpedos			
	Expected Results	s small torpedos fired on command			
	Execution Summary Status:				
	Status				

Tester.
Date Completed:
Test Case Name: player fires thip medium torpedos
Test ID:
Setup: player is in the weapon seat
ID Test Step/Substep
Type selects the six holding medium topedos
1 payer selects the stor notating meaturn torpeads
2 player selects the function to fire the medium torpedos
Expected Results medium toppedos fired on command
Execution Summary
Status:
Tester:
Date Completed:
Test Case Name: player fires ship large torpedos
Test ID:
Setup: player is in the weapon seat
ID Test Step/Substep
1 player selects the slot holding large torpedos
2 player selects the function to fire the large torpedos
Expected Results large typedop for a command
Expected results harge dispetition filed on command
Execution Summary
Status:
Tester:
Date Completed:
Test Caso Name: weapon's health lowered
Test (b):
weapon's health is greater than zero,
Setup: weapon gets hit
ID .
1 player is able to hit the weapon
2 weapon damage reduces base on weapon's health percentage
3 weapon stops working when health reached zero
Expected Results weapon's health decreases according to the damage
Execution Summary
Status
Tester:
Date Completed:
Test Case Name: weapon's health repair
Test ID:
Setup: weapon's health is lower than the original
D
1 player is able to interact with the weapon
2 player is able to repair the weapon only when it is not getting hit
3 weapon damage recovers base on weapon health
Expected Results weapon's health increases
Augustus Control Contr
Execution Summary
Status:
Tester
Date Completed: