

	Ship		CPlayer		SPlayer		Junk
<b>Test Case Name:</b>	Ship Runs into Ship	<b>Test Case Name:</b>	Player Moves Forward	<b>Test Case Name:</b>	Player Takes a Seat	<b>Test Case Name:</b>	Junk Generation
<b>Test ID:</b>	1	<b>Test ID:</b>	1	<b>Test ID:</b>	1	<b>Test ID:</b>	1
<b>Setup:</b>	Game is currently being played	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game	<b>Setup:</b>	The Game is being run
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>
	1 One ship collides with another		1 Check to see if you are in the Character View		1 Check to make sure you are within the Seat's range		1 Check to see that the Junk Spawner exists
Expected Results	Both ships bounce and take dmg	2	Press the Move Forward Input Key	2	Check to make sure the Seat is currently unoccupied	2	Check to see that the Junk can be spawned
		Expected Results	Character Moves Forward	3	Press the Interact Button	Expected Results	Junk is generated
<b>Execution Summary</b>				Expected Results	You are now in the Seat and have full control over the functionality of the Seat		
Status:		<b>Execution Summary</b>		<b>Execution Summary</b>		<b>Execution Summary</b>	
Tester:		Status:		Status:		Status:	
Date Completed:		Tester:		Tester:		Tester:	
		Date Completed:		Date Completed:		Date Completed:	
<b>Test Case Name:</b>	Ship is Destroyed	<b>Test Case Name:</b>	Player Moves Backward	<b>Test Case Name:</b>	Player Leaves Seat	<b>Test Case Name:</b>	Junk Takes Damage
<b>Test ID:</b>	2	<b>Test ID:</b>	2	<b>Test ID:</b>	2	<b>Test ID:</b>	2
<b>Setup:</b>	Game is currently being played	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game	<b>Setup:</b>	The Game is being run
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>
	1 Ship's hull value is above zero		1 Check to see if you are in the Character View		1 Check to see if you are in a Seat		1 The Junk is hit by a projectile
	2 Allow Ship to take hull damage		Press the Move Backwards Input Key		2 Press the Interact Button	Expected Results	The Junk takes damage from the projectile
Expected Results	The Ship's hull value reaches zero and the Ship is destroyed	Expected Results	Your character moves backward	Expected Results	Your Character Leaves the Seat and return to standard character control		
<b>Execution Summary</b>		<b>Execution Summary</b>		<b>Execution Summary</b>		<b>Execution Summary</b>	
Status:		Status:		Status:		Status:	
Tester:		Tester:		Tester:		Tester:	
Date Completed:		Date Completed:		Date Completed:		Date Completed:	
<b>Test Case Name:</b>	Homer Class is Generated	<b>Test Case Name:</b>	Player Moves Left	<b>Test Case Name:</b>	Player Detaches Weapon	<b>Test Case Name:</b>	Junk Is Destroyed
<b>Test ID:</b>	3	<b>Test ID:</b>	3	<b>Test ID:</b>	3	<b>Test ID:</b>	3
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	The Game is being run
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>
	1 Check correct hull health value		1 Check to see if you are in the Character View		1 Check to see if you are in range of the Weapon		1 Check to see that the Junk's health is above zero
	2 Check correct shield health value		2 Press the Move Left Input Key		2 Check to see that a Weapon is currently attached to the Weapon Port		2 Allow the Junk to take damage till the point of reaching zero health
	3 Check the correct speed value	Expected Results	Character Moves Left	3	Press the Interact Button	Expected Results	The Junk is destroyed
	4 Check to see that 3 small Cannons are spawned			Expected Results	The Weapon Detaches from the Port and is currently equipped on the Player		
Expected Results	Homer Class and all components are generated	<b>Execution Summary</b>		<b>Execution Summary</b>		<b>Execution Summary</b>	
<b>Execution Summary</b>		Status:		<b>Execution Summary</b>		Status:	
Status:		Tester:		Status:		Tester:	
Tester:		Date Completed:		Tester:		Date Completed:	
Date Completed:				Date Completed:			
<b>Test Case Name:</b>	Apollo Class is Generated	<b>Test Case Name:</b>	Player Moves Right	<b>Test Case Name:</b>	Player Attaches Weapon	<b>Test Case Name:</b>	Junk Interacts with Object
<b>Test ID:</b>	4	<b>Test ID:</b>	4	<b>Test ID:</b>	4	<b>Test ID:</b>	4

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

	Ship		CPlayer		SPlayer		Junk
Date Completed:							
<b>Test Case Name:</b>	Odysseus Class is Generated	<b>Test Case Name:</b>	Stop Moving Left	<b>Test Case Name:</b>	Ship Begins Docking Mechanism		
<b>Test ID:</b>	7	<b>Test ID:</b>	7	<b>Test ID:</b>	7		
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
	1 Check correct hull health value		1 You're holding down the Left Move Input Key		1 Check to see that you are in the Pilot's Seat		
	2 Check correct shield health value		2 Let go of the Left Move Input Key		2 Check to see that you are in range of the Enemy Ship		
	3 Check the correct speed value	Expected Results	Character Stops Moving Left		3 Check to see that the Enemy Ship's Engines have been Disabled		
	4 Check to see that 1 small Cannon and 1 small Beam are spawned				4 Press the Docking Button		
Expected Results	Odysseus Class and all components are generated			Expected Results	The Ship Begins its Docking Mechanism and swings close to the Enemy Ship. Docking Function is turned on		
<b>Execution Summary</b>		<b>Execution Summary</b>		<b>Execution Summary</b>			
Status:		Status:		Status:			
Tester:		Tester:		Tester:			
Date Completed:		Date Completed:		Date Completed:			
<b>Test Case Name:</b>	Athens Class is Generated	<b>Test Case Name:</b>	Stop Moving Right	<b>Test Case Name:</b>	Ship Releases Docking Mechanism		
<b>Test ID:</b>	8	<b>Test ID:</b>	8	<b>Test ID:</b>	8		
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
	1 Check correct hull health value		1 You're holding down the Right Move Input Key		1 Check to see that you are in the Pilot's Seat		
	2 Check correct shield health value		2 Let go of the Right Move Input Key		2 Check to see that your Ship is currently Docked on the Enemy Ship		
	3 Check the correct speed value	Expected Results	Character Stops Moving Right		3 Press the Docking Button		
	4 Check to see that 2 small missiles are spawned			Expected Results	The Ship Begins its Docking Mechanism and swings close to the Enemy Ship. Docking Function is turned on		
Expected Results	Athens Class and all components are generated	<b>Execution Summary</b>		<b>Execution Summary</b>			
<b>Execution Summary</b>		Status:		<b>Execution Summary</b>	Status:		
Status:		Tester:			Tester:		
Tester:		Date Completed:			Date Completed:		
Date Completed:							
<b>Test Case Name:</b>	Hyperion Class is Generated	<b>Test Case Name:</b>	Continue Moving Forward	<b>Test Case Name:</b>	Player Boards a Ship		
<b>Test ID:</b>	9	<b>Test ID:</b>	9	<b>Test ID:</b>	9		
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Character View		
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
	1 Check correct hull health value		1 You're holding down the Forward Move Input Key		1 Check to see that the current Ship is docked to another Ship		
	2 Check correct shield health value	Expected Results	Character Continues Moving Forward		2 Check to see if the Player is within Boarding Range		
	3 Check the correct speed value				3 Press the Boarding Button		
	4 Check to see that 1 medium shotgun is spawned	<b>Execution Summary</b>		Expected Results	The Player transfers Ships and the Player's view changes to the new Ship		

	Ship		CPlayer		SPlayer		Junk
Expected Results	Hyperion Class and all components are generated	Status:					
Execution Summary		Tester:		Execution Summary			
		Date Completed:		Status:			
	Status:			Tester:			
	Tester:			Date Completed:			
Date Completed:							
Test Case Name:	Minotaur Class is Generated	Test Case Name:	Continue Moving Backwards	Test Case Name:	Player Activates Manual Docking Override		
Test ID:	10	Test ID:	10	Test ID:	10		
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Character View		
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
1	Check correct hull health value	1	You're holding down the Backward Move Input Key	1	Check to see that the current Ship is docked to another Ship		
2	Check correct shield health value	Expected Results	Character Continues Moving Backwards	2	Check to see if the Player is within the range of the Docking Station		
3	Check the correct speed value			3	Check to see that the Manual Docking Override Switch is able to be Triggered		
4	Check to see that 2 small Cannons and 1 small Disruptor are spawned	Execution Summary		4	Press the Interact Button		
Expected Results	Minotaur Class and all components are generated	Status:		Expected Results	The Docking Mechanism is released and Ship Functionality is Restored		
Tester:		Tester:					
Date Completed:		Date Completed:		Execution Summary			
Status:				Status:			
Tester:				Tester:			
Date Completed:				Date Completed:			
Test Case Name:	Achilles Class is Generated	Test Case Name:	Continue Moving Left	Test Case Name:	Player Activates Forward Thrusters		
Test ID:	11	Test ID:	11	Test ID:	11		
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View		
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
1	Check correct hull health value	1	You're holding down the Left Move Input Key	1	Check to see if the Player is in the Pilot Seat		
2	Check correct shield health value	Expected Results	Character Continues Moving Left	2	Check to see if the Ship's Engines are functional		
3	Check the correct speed value			3	You are pressing the Forward Move Input Key		
4	Check to see that 1 small Torpedo and 1 medium Beam are spawned	Execution Summary		Expected Results	The Ship gains forward force		
Expected Results	Achilles Class and all components are generated	Status:					
Tester:		Tester:		Execution Summary			
Date Completed:		Date Completed:		Status:			
Status:				Tester:			
Tester:				Date Completed:			
Date Completed:							
Test Case Name:	Ares Class is Generated	Test Case Name:	Continue Moving Right	Test Case Name:	Player Activates Left Thrusters		
Test ID:	12	Test ID:	12	Test ID:	12		
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View		
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
1	Check correct hull health value	1	You're holding down the Right Move Input Key	1	Check to see if the Player is in the Pilot Seat		

	Ship		CPlayer		SPlayer		Junk
	2 Check correct shield health value	Expected Results	Character Continues Moving Right		2 Check to see if the Ship's Engines are functional		
	3 Check the correct speed value				3 You are pressing the Left Move Input Key		
	4 Check to see that 2 missiles are spawned	Execution Summary		Expected Results	The Ship gains leftward force		
Expected Results	Ares Class and all components are generated		Status:				
Execution Summary		Tester:		Execution Summary			
		Date Completed:		Status:			
Status:				Tester:			
Tester:				Date Completed:			
Date Completed:							
Test Case Name:	Oceanus Class is Generated	Test Case Name:	Player Animates When Moving Forward	Test Case Name:	Player Activates Right Thrusters		
Test ID:	13	Test ID:	13	Test ID:	13		
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View		
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
1	Check correct hull health value	1	Check to see if you are in the Character View	1	Check to see if the Player is in the Pilot Seat		
2	Check correct shield health value	2	Press the Move Forward Input Key	2	Check to see if the Ship's Engines are functional		
3	Check the correct speed value	Expected Results	The Moving Forward Animation triggers on the Character Sprite	3	You are pressing the Right Move Input Key		
4	Check to see that 1 medium Cannon and 2 small Beams are spawned			Expected Results	The Ship gains rightward force		
Expected Results	Oceanus Class and all components are generated	Execution Summary		Execution Summary			
Execution Summary		Status:		Status:			
		Tester:		Tester:			
Status:		Date Completed:		Date Completed:			
Tester:							
Date Completed:							
Test Case Name:	Gorgon Class is Generated	Test Case Name:	Player Animates When Moving Backward	Test Case Name:	Player Activates Reverse Thrusters		
Test ID:	14	Test ID:	14	Test ID:	14		
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View		
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep		
1	Check correct hull health value	1	Check to see if you are in the Character View	1	Check to see if the Player is in the Pilot Seat		
2	Check correct shield health value	2	Press the Move Backward Input Key	2	Check to see if the Ship's Engines are functional		
3	Check the correct speed value	Expected Results	The Moving Backward Animation triggers on the Character Sprite	3	You are pressing the Reverse Move Input Key		
4	Check to see that 1 medium Beam and 1 small Disruptor and 2 small Missiles are spawned			Expected Results	The Ship gains a reverse force		
Expected Results	Gorgon Class and all components are generated	Execution Summary		Execution Summary			
Execution Summary		Status:		Status:			
		Tester:		Tester:			
Status:		Date Completed:		Date Completed:			
Tester:							
Date Completed:							
Test Case Name:	Jason Class is Generated	Test Case Name:	Player Animates When Moving Left	Test Case Name:	Player Stops Forward Thrusters		



	Ship		CPlayer		SPlayer		Junk
Tester:				Date Completed:			
Date Completed:							
<b>Test Case Name:</b>	Chimera Class is Generated	<b>Test Case Name:</b>	Player Stops Animating When Moving Backward	<b>Test Case Name:</b>	Player Stops Reverse Thrusters		
<b>Test ID:</b>	18	<b>Test ID:</b>	18	<b>Test ID:</b>	18		
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
	1 Check correct hull health value		1 You're holding down the Backward Move Input Key		1 Check to see if the Player is in the Pilot Seat		
	2 Check correct shield health value		2 Let go of Backward Move Input Key		2 Check to see if the Ship's Engines are functional		
	3 Check the correct speed value	Expected Results	The Moving Backward Animation stops playing		3 You are releasing the Reverse Move Input Key		
	4 Check to see that 2 medium Torpedos and 2 medium Beams and 2 medium Shotguns are spawned			Expected Results	The Ship stops gaining Reverse force		
Expected Results	Chimera Class and all components are generated	<b>Execution Summary</b>		<b>Execution Summary</b>			
<b>Execution Summary</b>		Status:		<b>Execution Summary</b>	Status:		
Status:		Tester:		Status:	Tester:		
Tester:		Date Completed:		Date Completed:	Tester:		
Date Completed:					Date Completed:		
<b>Test Case Name:</b>	Perseus Class is Generated	<b>Test Case Name:</b>	Player Stops Animating When Moving Left	<b>Test Case Name:</b>	Player Continues Forward Thrusters		
<b>Test ID:</b>	19	<b>Test ID:</b>	19	<b>Test ID:</b>	19		
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
	1 Check correct hull health value		1 You're holding down the Left Move Input Key		1 Check to see if the Player is in the Pilot Seat		
	2 Check correct shield health value		2 Let go of Left Move Input Key		2 Check to see if the Ship's Engines are functional		
	3 Check the correct speed value	Expected Results	The Moving Left Animation stops playing		3 You are holding the Forward Move Input Key		
	4 Check to see that 1 large Cannon and 1 large Beam are spawned			Expected Results	The Ship continues to gain forward force		
Expected Results	Perseus Class and all components are generated	<b>Execution Summary</b>		<b>Execution Summary</b>			
<b>Execution Summary</b>		Status:		<b>Execution Summary</b>	Status:		
Status:		Tester:		Status:	Tester:		
Tester:		Date Completed:		Date Completed:	Tester:		
Date Completed:					Date Completed:		
<b>Test Case Name:</b>	Zeus Class is Generated	<b>Test Case Name:</b>	Player Stops Animating When Moving Right	<b>Test Case Name:</b>	Player Continues Left Thrusters		
<b>Test ID:</b>	20	<b>Test ID:</b>	20	<b>Test ID:</b>	20		
<b>Setup:</b>	Game is currently loaded	<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
	1 Check correct hull health value		1 You're holding down the Right Move Input Key		1 Check to see if the Player is in the Pilot Seat		
	2 Check correct shield health value		2 Let go of Right Move Input Key		2 Check to see if the Ship's Engines are functional		
	3 Check the correct speed value	Expected Results	The Moving Right Animation triggers on the Character Sprite		3 You are holding the Left Move Input Key		

	Ship	CPlayer	SPlayer	Junk	
4	Check to see that 2 large Beams and 4 small Cannons are spawned		Expected Results	The Ship continues to gain leftward force	
Expected Results	Zeus Class and all components are generated	Execution Summary			
Execution Summary		Status: Tester:	Execution Summary		
Status: Tester:		Date Completed:	Status: Tester:		
Date Completed:			Date Completed:		
Test Case Name:	Cronus Class is Generated	Test Case Name:	Player Fires a Projectile	Test Case Name:	Player Continues Right Thrusters
Test ID:	21	Test ID:	21	Test ID:	21
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep
1	Check correct hull health value	1	The Shoot Button is pressed	1	Check to see if the Player is in the Pilot Seat
2	Check correct shield health value	Expected Results	A projectile is instantiated	2	Check to see if the Ship's Engines are functional
3	Check the correct speed value			3	You are holding the Right Move Input Key
4	Check to see that 1 large Torpedo and 3 medium Cannons are spawned	Execution Summary		Expected Results	The Ship continues to gain rightward force
Expected Results	Cronus Class and all components are generated	Status: Tester:	Execution Summary		
Execution Summary		Date Completed:	Status: Tester:		
Status: Tester:			Date Completed:		
Date Completed:					
Test Case Name:	Hydra Class is Generated	Test Case Name:	Player Stops Firing Projectiles	Test Case Name:	Player Continues Reverse Thrusters
Test ID:	22	Test ID:	22	Test ID:	22
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep
1	Check correct hull health value	1	The Fire Button is currently being held down	1	Check to see if the Player is in the Pilot Seat
2	Check correct shield health value	2	The Shoot Button is released	2	Check to see if the Ship's Engines are functional
3	Check the correct speed value	Expected Results	Projectiles Stops Instantiating	3	You are holding the Reverse Move Input Key
4	Check to see that 1 large Disruptor and 3 medium Cannons and 3 small Missiles are spawned			Expected Results	The Ship continues to gain Reverse force
Expected Results	Perseus Class and all components are generated	Execution Summary			
Execution Summary		Status: Tester:	Execution Summary		
Status: Tester:		Date Completed:	Status: Tester:		
Date Completed:			Date Completed:		
Test Case Name:	Hercules Class is Generated	Test Case Name:	Player Continues Firing Projectiles	Test Case Name:	Player Fires Ship Projectile
Test ID:	23	Test ID:	23	Test ID:	23
Setup:	Game is currently loaded	Setup:	You're currently playing the Game and in the Character View	Setup:	You're currently playing the Game and in the Ship View
ID	Test Step/Substep	ID	Test Step/Substep	ID	Test Step/Substep
					cannon



[illegible]

	Ship		CPlayer		SPlayer		Junk
		Expected Results	The cursor follows the mouse position		2 The Mouse moves around		
				Expected Results	The cursor points towards the mouse coordinates		
		<b>Execution Summary</b>		<b>Execution Summary</b>			
		Status:		Status:			
		Tester:		Tester:			
		Date Completed:		Date Completed:			
		<b>Test Case Name:</b>	Player Takes Damage by Projectile	<b>Test Case Name:</b>	Switch Current Weapon to Cannon		
		<b>Test ID:</b>	27	<b>Test ID:</b>	27		
		<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
		<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
			Check to see if the Player has health		Check to see if the Player is in the Gunner Seat		
			1		1		
			Allow the Player to get hit by a Projectile and Take Damage		2 Press the Cannon hot key		
			2		2		
		Expected Results	The Player Takes Damage related to the Projectile Damage	Expected Results	The Current Weapon is set to the all the Cannons on the Ship		
		<b>Execution Summary</b>		<b>Execution Summary</b>			
		Status:		Status:			
		Tester:		Tester:			
		Date Completed:		Date Completed:			
		<b>Test Case Name:</b>	Player Takes Damage by Area Damage	<b>Test Case Name:</b>	Switch current Weapon to Shotgun		
		<b>Test ID:</b>	28	<b>Test ID:</b>	28		
		<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
		<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
			Check to see if the Player has health		Check to see if the Player is in the Gunner Seat		
			1		1		
			Check to see that the Ship has its Shields down		The Ship has a Shotgun weapon equipped		
			2		2		
			Allow the Ship to take damage from a Ship Projectile		The current weapon is set to all the Shotguns on the Ship		
			3	Expected Results			
			Check to see that the Player is in the area of the Ship that has taken damage				
			4				
		Expected Results	The Player Takes Damage related to the damage from the area	<b>Execution Summary</b>			
		<b>Execution Summary</b>		Status:			
		Status:		Tester:			
		Tester:		Date Completed:			
		Date Completed:					
		<b>Test Case Name:</b>	Player Dies	<b>Test Case Name:</b>	Switch Current Weapon to Beam		
		<b>Test ID:</b>	29	<b>Test ID:</b>	29		
		<b>Setup:</b>	You're currently playing the Game and in the Character View	<b>Setup:</b>	You're currently playing the Game and in the Ship View		
		<b>ID</b>	<b>Test Step/Substep</b>	<b>ID</b>	<b>Test Step/Substep</b>		
			Check to see if the Player has health		Check to see if the Player is in the Gunner Seat		
			1		1		
			Allow the Player to get hit by a Projectile and Take Damage		2 Press the Beam hot key		
			2		2		
		Expected Results	The Player's instance is destroyed	Expected Results	The Current Weapon is set to all the Beams on the Ship		
		<b>Execution Summary</b>		<b>Execution Summary</b>			
		Status:		Status:			

	Ship	CPlayer	SPlayer	Junk
		Tester:	Tester:	
		Date Completed:	Date Completed:	
		<b>Test Case Name:</b> Player is Respawned	<b>Test Case Name:</b> Switch Current Weapon to Disrupter	
		<b>Test ID:</b> 30	<b>Test ID:</b> 30	
		<b>Setup:</b> You're currently playing the Game and in the Character View	<b>Setup:</b> You're currently playing the Game and in the Ship View	
		<b>ID</b>	<b>ID</b>	
		<b>Test Step/Substep</b>	<b>Test Step/Substep</b>	
		1 Check to see that the Player is dead	1 Check to see if the Player is in the Gunner Seat	
		2 Check to see that the Player respawn timer has reached zero	2 Press the Disrupter hot key	
		3 Check to see that a respawn station is working on the Player Ship	Expected Results The Current Weapon is set to all the Disrupters on the Ship	
		Expected Results The Player is respawned on the location specified by the respawn station		
		<b>Execution Summary</b>	<b>Execution Summary</b>	
		Status:	Status:	
		Tester:	Tester:	
		Date Completed:	Date Completed:	
			<b>Test Case Name:</b> Switch Current Weapon to Missiles	
			<b>Test ID:</b> 31	
			<b>Setup:</b> You're currently playing the Game and in the Ship View	
			<b>ID</b>	
			<b>Test Step/Substep</b>	
			1 Check to see if the Player is in the Gunner Seat	
			2 Press the Miss hot key	
			Expected Results The Current Weapon is set to all the Cannons on the Ship	
			<b>Execution Summary</b>	
			Status:	
			Tester:	
			Date Completed:	
			<b>Test Case Name:</b> Switch Current Weapon to Torpedo	
			<b>Test ID:</b> 32	
			<b>Setup:</b> You're currently playing the Game and in the Ship View	
			<b>ID</b>	
			<b>Test Step/Substep</b>	
			1 Check to see if the Player is in the Gunner Seat	
			2 Press the Torpedo hot key	
			Expected Results The Current Weapon is set to all the Torpedos on the Ship	
			<b>Execution Summary</b>	
			Status:	
			Tester:	
			Date Completed:	
			<b>Test Case Name:</b> Switch Current Weapon Fails due to lack of Weapon	
			<b>Test ID:</b> 33	
			<b>Setup:</b> You're currently playing the Game and in the Ship View	

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

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

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