Test ID	~~Description~~ Test Name	Requirement ID	Description	Logic Test Result
1	GameShouldRunTest	SCR_RUNNABLE	The game should run without crashes	Pass
2	FireTruckShouldAttackIfInRangeTest	UR_FORTRESS SFR_ET_LOCATIONS_NOT_CHANGEABLE	Detecting an ET fortress in the firetruck's range should trigger the firetruck to start attacking it with a water jet	Pass
3	FortressShouldGetDestroyedTest	UR_FORTRESS	After fatally damaging an ET fortress, it should be marked as 'destroyed'	Pass
4	FortressShouldAttackIfInRangeTest	UR_FORTRESS_ATTACK SFR_FORTRESS_AIM	Entering the range of an ET fortress should trigger the fortress to start attacking	Pass
5	FireTrucksShouldHaveDifferentStatsTest	UR_FIRETRUCKS_UNIQUE_SPEC	Each firetruck of the four should each have a specific statistic that differs it from the other three	Pass
6	ETShouldHaveUniqueSpecsTest	UR_ET_UNIQUE_SPEC UR_ET_MIN_START	Each ET fortress should have unique statistics that make it different from other fortresses	~~Fail~~ Pass
7	TruckWaterTankShouldRefill	UR_FIRETRUCKS_REFILL, SFR_ALLOWED_TO_REFILL, SFR_REFILL_CONSTANT	Entering the range of the fire station should trigger the water refilling, assuming the water tank is not full	Pass
8	TruckHealthShouldRepairTest	UR_FIRETRUCK_REPAIR, SFR_ALLOWED_TO_REPAIR, SFR_CANCEL_REPAIR SFR_REPAIR_OVER_TIME SFR_REPAIR_CONSTANT	Entering the range of the fire station should trigger the repairing, assuming the health bar is not full	Pass
9	ETPatrolsShouldDestroyFireStationTest	UR_ET_DESTROYS_STATION, UR_GAME_TIMER SFR_ETS_DESTROY_STATION	After 15 minutes of gameplay, the ET patrols should destroy the fire station	~~Fail~~ ~~Not Implemented~~ Pass
10	GameShouldGetToGameOverScreenTest	UR_WIN_CONDITION, UR_LOSS_CONDITION	After destroying all ET fortresses or losing all four lives, the game should automatically reach the Game Over screen	Pass
11	GameShouldGetToGameOverScreenTest	SFR_MOVE_WHILE_DAMAGED	Getting hit by a bullet should not ~~empair~~ impair the truck's movement abilities	Pass
12	FireTruckShouldMoveWhile	SFR_MOVE_WHILE_EMPTY	The fire truck should be able	Pass

	WaterTankEmptyTest		to move even when the water tank is empty	
13	FireTruckShouldBeSelected BeforeGameTest	SFR_FIRETRUCKS_STATS, SFR_FIRETRUCKS_SELECTION UR_FIRETRUCK_MIN_START	Before a new game is initiated, the user should be prompted with a fire truck selection screen	Pass
14	ScreenShouldSwitchTest	UR_MINIGAME, UR_DIFFICULTY_LEVEL, UR_CONTROLLER, UR_INSTRUCTIONS, UR_COLOUR_ACCESSIBILITY	The user should be able to move between ~~differnt~~ different screens without system bugs or crashes	Pass
15	FireTruckShouldNotDriveOn BuildingsTest	UR_DRIVE	The firetruck should not be able to drive over buildings tiles	Pass
16	FireTruckShouldNotDriveOn RiversTest	UR_DRIVE	The firetruck should not be able to drive over rivers tiles	Pass
17	HealthBarShouldAlwaysBeVisibleTest	SFR_HEALTH_BAR	The health bar should be visible at all point int time during gameplay	Pass
18	WaterBarShouldAlwaysBeVisibleTest	SFR_WATER_SUPPLY_BAR	The water bar should be visible at all point int time during gameplay	Pass
19	PauseFeatureMainGame	UR_PAUSE	The user should be able to pause during the main game	Pass
20	PauseFeatureMiniGame	UR_PAUSE	The user should be able to pause during the mini game	Pass
21	SaveGameSaveStates	UR_SAVE SFR_SAVE_MULTIPLE	There should be multiple save states were the user is able to save the game	Pass
22	SaveGameMiniGame	UR_SAVE UR_MINIGAME SFR_SAVE_MINIGAME	You should be able to save during the mini game	Pass
23	SaveGamePowerUps	UR_SAVE SFR_SAVE_POWERUPS	The powerups must be saved in a save state	Pass
24	PowerUpTypes	UR_POWERUPS SFR_POWERUP_FIRETRUCKS	There should be 5 different power up types	Pass
25	EasyMediumHard	UR_DIFFICULTY_LEVEL	There should be an easy medium and hard difficulty mode	Pass
26	MiniGame	SFR_REFILL_FIRETRUCK SFR_MINIGAME	The game should have a minigame	Pass
27	Patrols	UR_PATROLS	The game should have patrols	Pass
28	Patrols_Attack	UR_PATROLS SFR_IMPLEMENT_PATROLS	The alien patrols should attack the player and have a set path they follow	Pass
29	DifficultyHarder	SFR_ET_IMPROVE_CONSTANT SFR_ET_IMPROVE_	The game should get harder over time	Pass

		SFR_TIME_TO_DEFEAT_ET UR_ET_IMPROVEMENT		
30	FireTruck Repairs	SFR_DESTROYED_TRUCKS	Destroyed firetrucks should not be able to be repaired	Pass