Test ID	Description	Related Requirement	Category	Author	Status
test_1.1	Testing a standard vectors, and checking if corners are correct	UR_instruct_engines FR_precision	Functional, Unit	Bruno Davies	Pass
test_1.2	Testing that setPosition() will allow for the boundary input of 0	UR_instruct_engines FR_precision	Functional, Unit	Bruno Davies	Pass
test_1.3	Testing that negative numbers throw an IllegalArgumentException	FR_precision	Functional, Unit	Bruno Davies	Pass
Test	Test to ensure default constructor works as intended via getters			Bruno Davies	Pass
test_2.2.1	Test if isDead() works when health is above 0	FR_enemies_die FR_engine_destroyed FR_end_game	Funational Unit	Bruno Davies	Pass
tets_2.2.2	Test if isDead() works when health is zero	FR_enemies_die FR_engine_destroyed FR_end_game	Funational Unit	Bruno Davies	Pass
test_2.3	Test if setCurrentHealth throws IllegalArgumentException when health is negative	FR_enemies_die FR_engine_destroyed FR_end_game UR_fresh_health	Funational Unit	Bruno Davies	Fail
test_2.4.1	Test if setCurrentHealth() will cap the health input to the max from constructor	UR_fresh_health	Funational Unit	Bruno Davies	Pass
test_2.4.2	Test if addHealth() will add health (not hitting max health)	UR_fresh_health	Functional Unit	Bruno Davies	Pass
test_2.4.3	Test if setCurrentHealth will cap the additional health to maxHealth	UR_fresh_health	Funational Unit	Bruno Davies	Pass
test_2.4.4	Test if addHealth will take the absolute value of the argument	UR_fresh_health	Functional Unit	Bruno Davies	Pass
test_2.5.1	Test if takeDamage works within a standard range (not 0 or negatives)	FR_enemies_die FR_engine_destroyed FR_end_game UR_instruct_engines	Funational Unit	Bruno Davies	Pass

test_2.5.2	Test if takeDamage caps the health at 0.	FR_enemies_die FR_engine_destroyed FR_end_game UR_instruct_engines	Funational Unit	Bruno Davies	Pass
test_3.1.1	Test to ensure default constructor works as intended via getters	UR_attac_warning FR_engine_destroyed FR_end_game UR_instruct_engines	Funational Unit	Bruno Davies	Pass
test_3.1.2	Test to ensure second constructor works as intended via getters	UR_attac_warning FR_engine_destroyed FR_end_game UR_instruct_engines	Funational Unit	Bruno Davies	Pass
test_3.2	Test if setLength() correctly sets length with standard values	FR_engine_destroyed FR_end_game UR_instruct_engines FR_precision	Funational Unit	Bruno Davies	Pass
test_3.3.1	Testing through parameterized testing that hitUnit() works with both false and true values.	FR_engine_destroyed FR_end_game UR_instruct_engines	Parameterized Funational Unit	Bruno Davies	Fail - After last push before handin
test_3.3.2	Checking result of 3.3.1 with a manual test, checking to see if projectiles hit intended target	FR_engine_destroyed FR_end_game UR_instruct_engines	Functional Unit	Bruno Davies	Pass
test_4.1.1	Test to ensure default constructor works as intended with Level 1 of the game	UR_select_level UR_minigame UR_fresh_health	Functional Unit	Bruno Davies	Pass
test_4.1.2	Test to ensure default constructor works as intended with Level 2 of the game	UR_select_level UR_minigame UR_fresh_health	Functional Unit	Bruno Davies	Pass
test_4.1.3	Test to ensure default constructor works as intended with Level 3 of the game	UR_select_level UR_minigame UR_fresh_health	Functional Unit	Bruno Davies	Pass
test_5.1	Test to ensure default constructor works as intended via getters	FR_enemies_die FR_engine_destroyed FR_end_game UR_instruct_engines	Functional Unit	Bruno Davies	Pass
test_5.2	Testing to make sure setTarget sets the target to the given unit	FR_enemies_die FR_engine_destroyed FR_end_game	Functional Unit	Bruno Davies	Pass

		UR_instruct_engines			
test_6.1	Test to ensure default constructor works as intended via getters	UR_minigame UR_refill_warning	Functional Unit	Bruno Davies	Pass
test_6.2.1	Testing that updateCurrentWater works with standard input	UR_minigame UR_instruct_engines UR_refill_warning	Functional Unit	Bruno Davies	Pass
test_6.2.2	Testing that update water works with boundary value to go to zero	UR_minigame UR_instruct_engines UR_refill_warning	Functional Unit	Bruno Davies	Pass
test_6.2.3	Testing that update water if in the negative water level sets it to zero	UR_minigame UR_instruct_engines UR_refill_warning	Functional Unit	Bruno Davies	Pass
test_7.1	Test to ensure default constructor works as intended via getters	FR_enemies_die FR_engine_destroyed	Functional Unit	Bruno Davies	Pass
test_7.2.1	Test if truckInRange will set a new target with an in range **mocked** truck	UR_attack_warning FR_engine_destroyed FR_precision	Mocking Functional Unit	Bruno Davies	Pass
test_7.2.2	Test if truckInRange will not change the target for a **mocked** truck not in range	UR_attack_warning FR_engine_destroyed FR_precision	Mocking Functional Unit	Bruno Davies	Pass
test_7.2.3	Test if truckInRange will set target to null if current target has no health	UR_attack_warning FR_engine_destroyed FR_precision	Mocking Functional Unit	Bruno Davies	Pass
test_8.1.1	Test the start screen appears when opening the game for the first time	UR_start_screen UR_music	Manual	Whole Team	Pass
test_8.1.2	Test start screen comes back in correct position when coming back from Level select page	UR_start_screen UR_music	Manual	Whole Team	Pass
test_8.1.3	Test start screen comes back in correct position when coming back from settings page	UR_start_screen UR_music	Manual	Whole Team	Pass
test_8.1.4	Test start screen comes back in correct position when coming back from instructions page	UR_start_screen UR_music	Manual	Whole Team	Pass
test_8.1.5	Test start screen comes	UR_start_screen	Manual	Whole	Pass

	back in correct position when coming back from credits page	UR_music		Team	
test_8.2.1	Test that the next levels become unlocked when finishing all levels, UP to level 4	UR_start_screen UR_select_level UR_pause UR_victory_screen UR_fresh_health UR_music UR_collisions FR_pause_inlevel FR_deny_collsion	Manual	Whole Team	Pass
test_8.2.2	Test that the next levels become unlocked when finishing level 1 and 2 but failing 3	UR_select_level UR_pause UR_fresh_health UR_music UR_collisions FR_pause_inlevel FR_end_game FR_deny_collsion	Manual	Whole Team	Pass
test_8.2.3	Test that the next level become unlocked when finishing only level 1 and failing 2	UR_select_level UR_pause UR_fresh_health UR_music UR_collisions FR_pause_inlevel FR_end_game FR_deny_collsion	Manual	Whole Team	Pass
test_8.2.4	Test that the next levels become unlocked when some levels, closing the game, and then opening it to the same levels still available	UR_start_screen UR_select_level UR_pause UR_fresh_health UR_music UR_collisions FR_pause_inlevel FR_deny_collsion	Manual	Whole Team	Pass