

Test Plan

Test planning

Test functions

ID	Task	Success
1	Activate Palm Menu	✓
2	Deactivate Palm Menu	✓
3	Scrolling the Palm Menu Taskbar	✓
4	Using a Button (universal)	✓
5	Switching between Docked Menus	✓
6	Pressing a button on the Docked Menu	✓
7	Spawn New Environment Entity	✓
8	Drag Environment Entity	✓
9	Place Environment Entity	✓
10	Clear Environment Entities	✓
11	Spawn, Drag, and Clear Weather	✓
12	Place Weather	✓
13	Spawn Controllable Unit	✓
14	Create Controllable Unit Path	✓
15	Edit Controllable Unit Path	✓
16	Clear Controllable Entities	✓
17	Spawn AI Unit	✓

18	Reposition AI Unit	✓
19	Clear AI Entities	✓
20	Spawn New AI Target	✓
21	Move Target	✓
22	Play All Units	✓
23	Remove Everything	✓
24	Start Painting	✓
25	Stop Painting	✓
26	Show all Paintings	✓
27	Hide all Paintings	✓
28	Change Brush Colour	✓
29	Change Brush Width	✓
30	Clear All current Paintings	✓
31	Undo Last Action	✓
32	Delete Waypoints	X
33	Delete Single Entity	X
34	Restart AI positions	X
35	Direct AI to specific Targets (they find the nearest)	X
36	Adjust Aerial AI height	X
37	Select groups of Entities	X
38	Show/Hide Entities	X
39	Redo an action you undid	X

40	Make custom widths for painting (e.g. slider)	X
41	Make custom colours for painting (e.g. colour picker)	X

Conclusion

The most common not-included features are for quality of life. The inability to remove singular entities is the most stand-out case. Likewise, AI's need to be placed anew to begin a playthrough.