Black Box Testing - Assessment 4

Test ID	Description	Expected Outcome	Outcome	Result	Problems?	Action Taken	New Result	Tester
1.01	New Crew Members Added	New crew member system in place	There is some clear crew member system		N/A	N/A		Spencer Atkins
	Carpenter 4			m	aster Gunner	AA		artermaster
1.02	New Crew Members Obtainable after completing an objective	New member added after selecting after defeating a college	Works as expected		N/A	N/A		Spencer Atkins
	Gold 392 Carpent U	licalit 9/20 Tassire Emer	Serre 100 Convenager		tarpenter	on score on cold careeeysta		

1.03	New Obstacles	Some new obstacle exists in the lake	Visible on node map generation	Isn't technically a guarantee to spawn	It does work and frequently, it can be seen visibly on the map		Jiahao Wang (Charles)
			0				
1.04	The obstacle should appear randomly	Randomly appears on the node map	Randomly appears on the nodemap	Isn't technically a guarantee to spawn	It does work and frequently, it can be seen visibly on the map		Jiahao Wang (Charles)
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1.05	Avoid Obstacle	The obstacle ideally, should be something that can only be avoided or endured	Simply choose a different path		N/A	N/A		Jiahao Wang (Charles)
1.06	HUD Update	New hud features for crew members updates properly after victory	Works as expected		N/A	N/A		Spencer Atkins
	Carpenter 0	r Carpente 1	r					

1.07	Objective restriction	The player should not have the final objective available to them immediately	Works as expected	N/A		N/A	Ben Hassell	
	SII Carpenier		The state of the s		300 Quartermaster 0			
1.08	Encounter Battle	Points gained appropriately correctly after every kind of victory	Points not gained through encounter battles		Encounter b had a reward passed in.		Merely altered the value	Benjamin Hassell

