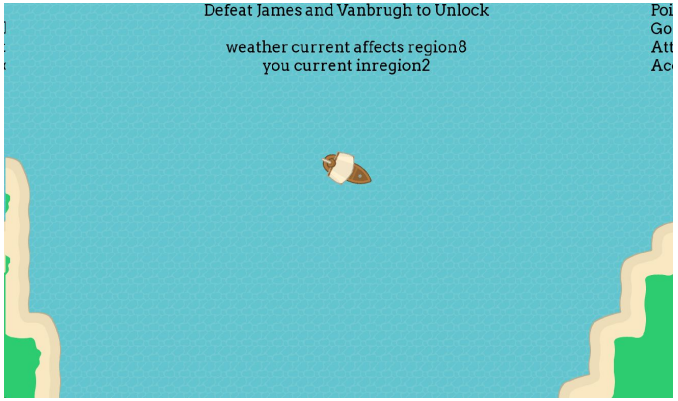
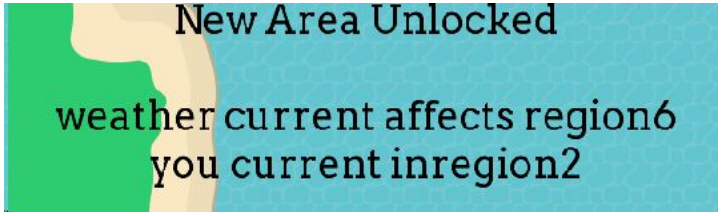
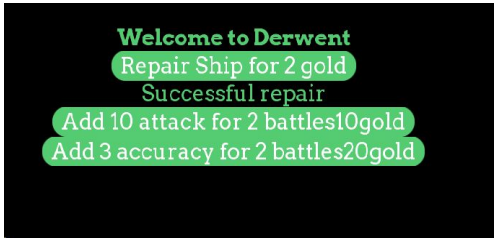
Black Box Testing - Assessment 3

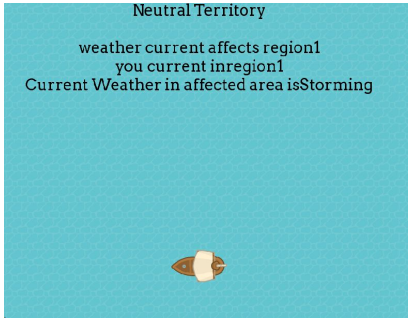
Test ID	Description	Expected Outcome	Outcome	Result	Problems?	Action Taken	New Result	Tester
1.01	Air wall between map part 1 and 2	If user has not captured all colleges there is an invisible wall blocking you.	Works as expected		Not completely clear why it's blocked	Message displayed at top detailing how to progress		Jiahao (Charles) Wang
								

1.02	Air wall between map part 1 and 2	Air wall gone after colleges defeated	Air wall gone after colleges defeated		N/A	N/A		Jiahao (Charles) Wang
								
1.03	Colleges and Department	Colleges and department added on map with region descriptors on top	Works as expected		N/A	N/A		Benjamin Hassell

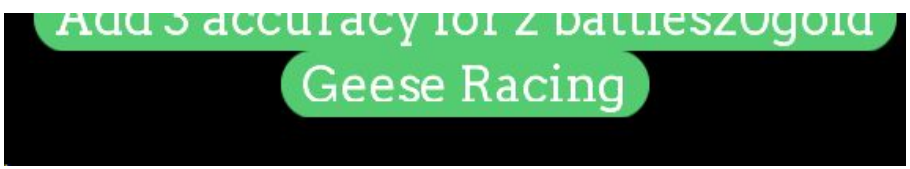
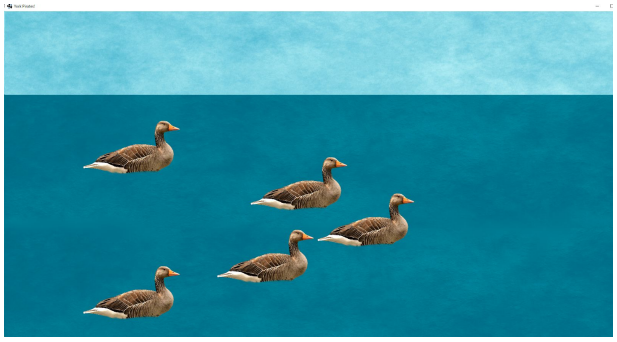
1.04	New Colleges Interactable	Both Langwith and goodricke can be interacted with	No option to interact		Not interactable	Code had to be altered to include screen transitions and the regions put in the obstacle list.		Jiahao (Charles) Wang
1.05	New brigs	New brigs for the new colleges	Error		Code not setup to handle new brigs causes it to crash	Code altered to allow for spawning within the new regions.		Jiahao (Charles) Wang

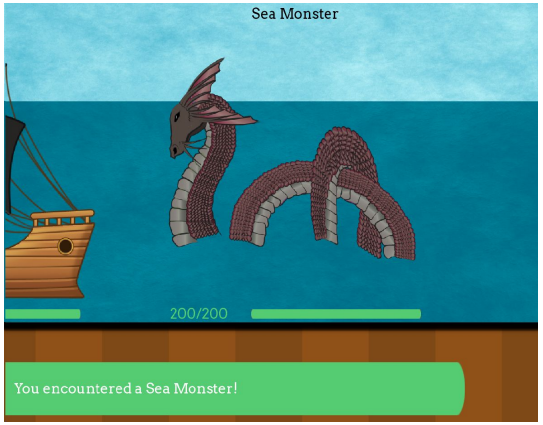
1.06	**Colleges unique**	**Unique colleges loaded in battle**	**Non unique colleges loaded into battle**		**Not even an existing template, just a set of variables passed into combat.**	**Implementation put in to setup unique colleges called and then passed into battle.**		**Benjamin Hassell**
1.07	**Win condition**	**Defeating the boss (final college) shows end screen**	**As expected**		**N/A**	**N/A**		**Benjamin Hassell**

1.08	Departments have ways to spend plunder	Option to buy in shops	Works as expected		N/A	N/A		Jiahao (Charles) Wang
								
1.09	Weather damage	Storming weather damages you over time	Works as expected.		N/A	N/A		Jiahao (Charles) Wang

								
1.10	**Weather Points**	**Whilst in storming weather, point gain rate increased.**	**Works as expected**		**N/A**	**N/A**		**Jiahao (Charles) Wang**
1.11	**Weather expanded**	**Several types of weather (for future adaptation)**	**Works as expected, neutral doesn't damage unlike storm.**		**N/A**	**N/A**		**Jiahao (Charles) Wang**

1.12	**Minigame betting**	**You can bet on a goose only if you have money and if it wins you get the gold**	**Gold not correctly rewarded (should double bet)**		**The way they were called meant the IDs were in reverse**	**Swapped the IDs so that they were the correct way around**		**Spencer Atkins**
1.13	**Minigame access**	**Minigame can be accessed from colleges**	**Works as expected**		**N/A**	**N/A**		**Spencer Atkins**

								
1.14	**Minigame movement**	**Geese move as expected**	**Works as expected**		**N/A**	**N/A**		**Spencer Atkins**
								
1.15	**Lake monster spawns**	**Lake monster spawns randomly only in neutral zone.**	**Lake monster spawns anywhere**		**Lake monster doesn't spawn just in neutral even though it seemed like it should from the code**	**Changed the neutral zone as a valid college allowed it to spawn in neutral alone.**		**Tia Briggs**

								
1.16	Lake monster battle	Lake monster battle is identifiably different from normal battles	Works as expected		Lake monster uses same attacks as the other ships which aren't very "monster-esque"	Not a necessary thing to fix, picture and identifier were enough.		Tia Briggs
1.17	Collision	No collision problems	Collision problems when adjusting window		When dragging the screen whilst moving towards an island the collision seems to not work.	There is no direct fix other than possibly filling in the islands, problem not severe so not a priority fix		Jiahao (Charles) Wang

1.18	**Shops consistent**	**All shops display consistent results**	**Inconsistency when buffs purchased**		**After buying buffs, your stats increase, permanent boosts based on stats so amplifies price extremely.**	**Not a necessary fix as it is temporary, though it is troublesome.**		**Jiahao (Charles) Wang**