Black Box Testing
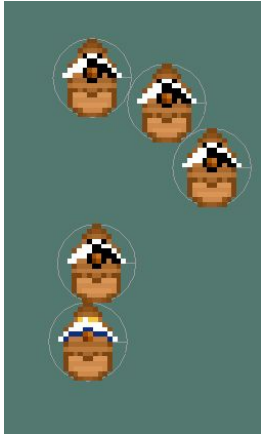
Test ID	Description	Expected Outcome	Outcome	Result	Problems?	Action Taken	New Result	Tester
1.01	Load Quests into HashMaps	Quests correctly load to their proper attributes	Fail to load in the numeric values from file	FAIL	When reading the files line by line, for some reason numeric values read as a string with a space at the front.	I simply removed the spaces, coding against this would be time consuming and unnecessary for a small game like this.	PASS	Benjamin Hassell
	Active Quests ---------------------- Quest ID: 1 Title: "Take the sails!" Description: "Battle Vanbrugh college 3 times." Gold Reward: $300 Progress: 0/3 target Location: [0.0, 0.0]							
1.02	Load Quests into HashMaps	Quests correctly load to their proper attributes	One Quest loaded into two seperate maps	PASS	Quest loaded into two maps (this was more like static testing, I read through it and noticed it was likely doing this)	Added a return statement after the starter quest if statement.	PASS	Benjamin Hassell

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Unbegun Quests
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Quest ID: 2
Title: "Stop the tyrant!"
Description: "Beat the Vanbrugh college Boss!"
Gold Reward: $500
Progress: 0/1
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| 1.03	HUD buttons within combat click	Clicks correctly	Clicks correctly every second time	FAIL	Every second time you went into battle it moved the listener box half a button down without moving the button itself	Pushed group changes	PASS	Spencer Atkins

1.04	Health reduces in battle when attacked	Enemy loses health when attack is clicked	Enemy lost no health	FAIL	Existing code was non functional	Simpler code implemented	PASS	Spencer Atkins
1.05	Spawning ships	Several ships spawn and pass into battle as unique entities	All enemies lost the health instead of just one	FAIL	Health check had imperfect code	Problem code commented out and other functions altered	PASS	Jordan Cameron

Player Health: 98

1.06	Updating Quests	After battle the quests should update and appear in the HUD	No change	FAIL	The code was not in place to refresh the hud, moreover the code to implement the updates could not take place as HUD was contained within MainScreen	No Fix, time is crucial and this is an addition, not a core feature, may be fixed at a later date	FAIL	Benjamin Hassell
1.07	Lose Screen	After health hits zero, lose screen displayed	After health hits zero, lose screen displayed	PASS	N/A	N/A	PASS	Spencer Atkins

| 1.08 | Unique Buildings load on collision | Each building loads in uniquely. | Did not load in unique enemies | FAIL | Colleges defeated in one hit | Unknown bug caused by local changes, fixed by re-pulling and re-coding. | PASS | Jiahao Wang (Charles) |

| 1.09 | Colleges Captured after victory | After victory colleges cant be fought again | After victory colleges cant be fought again | PASS | N/A | N/A | PASS | Jiahao Wang (Charles) |
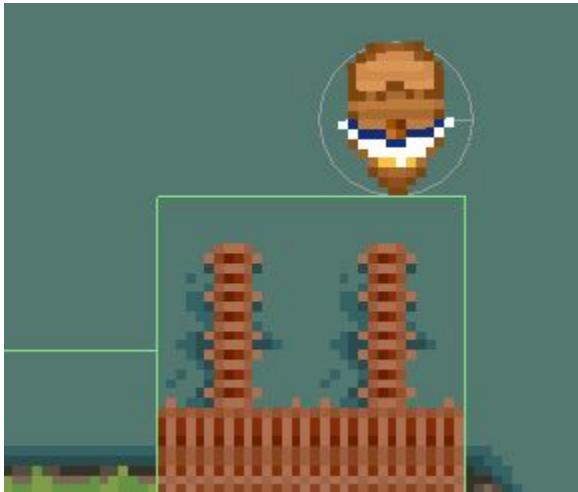
Collision but no battle (Captured)

1.10	Controls work correctly	Movement in any direction responds appropriately.	Movement in any direction responds appropriately.	PASS	N/A	N/A	PASS	Jiahao Wang (Charles)
1.11	User fights college	User goes to the college trigger.	Wasn't clear where user should go to fight colleges	FAIL	Hard to find the battle trigger.	Alter tiles so that there are clear ports to act as battle points.	PASS	Spencer Atkins

1.12	Win Screen	Win Screen displays properly	It did technically display but problem found	FAIL	I got it working but I noticed it only works when called by instance even though MainGame.WINGAME is static, unusual	Well I just used the original code	PASS	Benjamin Hassell

| 1.13	Combat is turn based	Combat happens after an event is triggered	When button pressed it performs turn actions.	PASS	Not much to explain, this is the easiest method to implement as opposed to real time combat	N/A	PASS	Benjamin Hassell
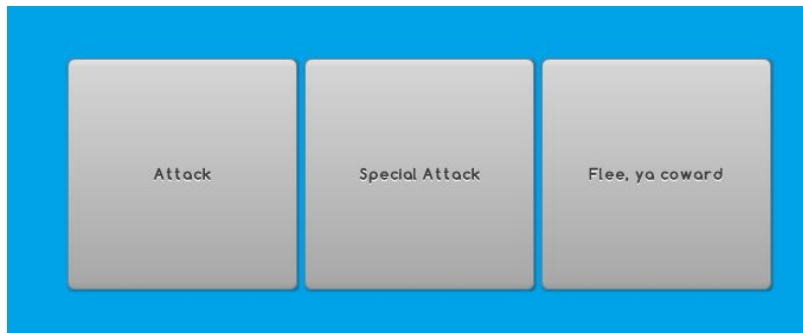
| 1.14 | Game has links to the university of York that can be identified | Evidently York uni | Not completely clear | FAIL | Unclear textures | Updated textures | PASS | Benjamin Hassell |
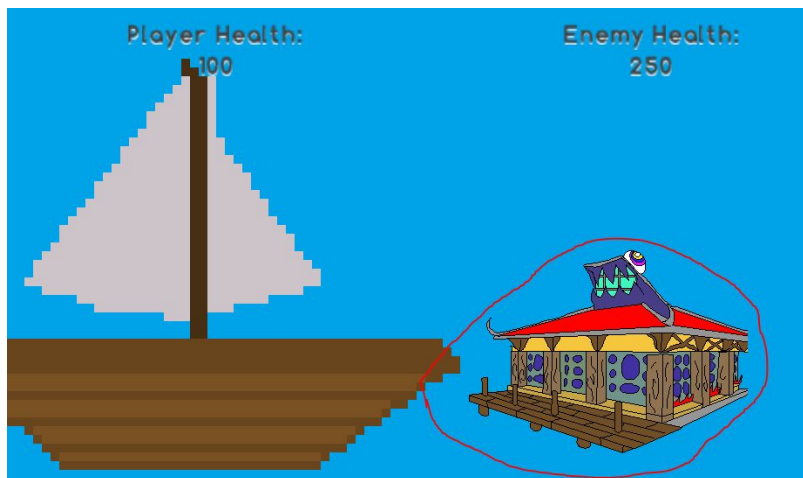
<- James college Lakehouse

1.15	User Manual made	exists	exists	PASS	N/A	N/A	PASS	
1.16	Game runs without any evident issue	Game runs without issue	Game runs without issue	PASS	N/A	N/A	PASS	
1.17	Several repair locations	Can repair at all Colleges after defeating them	Can repair at all Colleges after defeating them	PASS	N/A	N/A	PASS	Benjamin Hassell
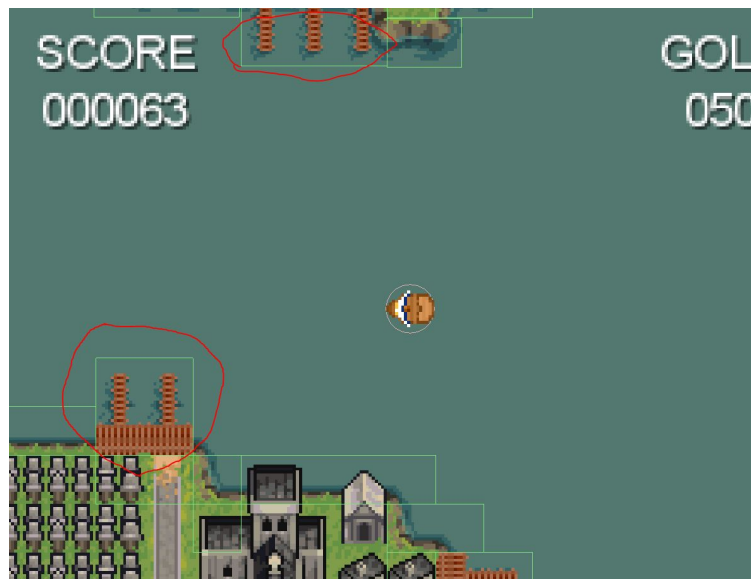
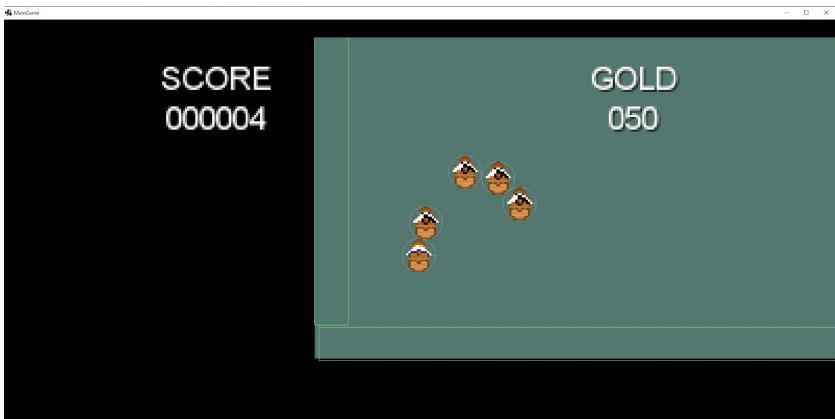| 1.18 | Ship rotation | Ship rotates relative to keys pressed accurately | Rotation does not seem directly relevant to keys pressed | FAIL | Mathematical calculations incorrect | Two people worked on the separate parts and then combined them, assigning and the calculations. | PASS | Jiahao Wang (Charles) & Jordan Cameron |

1.19	Loading Screen	Temporary screen displays for a limited time	Temporary screen displays for a limited time	PASS	N/A	N/A	PASS	Jordan Cameron
1.20	Menu Screen	Menu Screen displayed after Loading screen on load up with working buttons.	Menu Screen displayed after Loading screen on load up with working buttons.	PASS	N/A	N/A	PASS	Spencer Atkins

| 1.21 | Main Screen | Main Screen (Sailing) displays when new game is clicked in Menu Screen | Main Screen (Sailing) displays when new game is clicked in Menu Screen | PASS | N/A | N/A | PASS | Spencer Atkins |

| 1.22 | Combat Screen | Combat Screen displays after collision in Main Screen. | Combat Screen displays after collision in Main Screen. | PASS | N/A | N/A | PASS | Spencer Atkins |