

Test ID	Description	Related Requirement	Category	Status
1	Tests that the bomb inside minigame does damage	UR_minigame	Functional, Mocked	Pass
2	Tests ET fortress constructor in level 4 works as intended	UR_select_level, FR_6_levels, FR_open_minigame, UR_six_ETs	Functional, Mocked	Pass
3	Tests ET fortress constructor in level 5 works as intended	UR_select_level, FR_6_levels, UR_six_ETs	Functional, Mocked	Pass
4	Tests ET fortress constructor in level 6 works as intended	UR_select_level, FR_6_levels, UR_six_ETs	Functional, Mocked	Pass
5	Tests the correct functioning of minigame's character's constructor	UR_minigame, NFR_artwork, NFR_user_interaction	Functional, Mocked	Pass
6	Tests the character jumps correctly	UR_minigame, NFR_artwork, NFR_user_interaction	Functional	Pass
7	Tests the correct functioning of minigame's character's unit-setter function	UR_minigame, NFR_artwork, NFR_user_interaction	Functional, Mocked	Pass
8	Tests that aliens loop through all wayPoints	UR_minigame, UR_patrols	Mocked	Pass
9	Tests that projectiles for aliens are re-enabled	UR_minigame	Functional, Mocked	Pass
10	Tests that projectiles for firetruck are re-enabled	UR_minigame	Functional, Mocked	Pass
11	Tests that minigame difficulty is constantly increasing	UR_interest, UR_ease, FR_level_gimmicks, NFR_main_focus	Functional	Pass - added more enemies in more challenging positions
12	Tests Aliens patrol the map	UR_patrols	Functional	Pass
13	Tests 4 FireTrucks spawn on each map	UR_four_trucks	Functional	Pass