Automated Test Cases

TC_BlasterParticle

ID	Description	Related Requirement	Input	Expected Output	Category	Author	Status
test_isHit	Test that checks if the blasterparticle has reached the fortress and returns true if it hits the fortress false otherwise	FR_TRUCK_ATTACK	current position coordinates and target postion coordinates are the same (1,5)	Return true that blasterparticle hits fortress	Unit, structural	Hari	Pass
test_isHit			Current position coordinates are set to (2,8) target postion coordinates are set to (1,5)	Return false	Unit, structural	Hari	Pass

TC_FireStation

ID	Description	Related Requirement	Input	Expected Output	Category	Author	Status
test_repairPassTest	Checks when if a truck is damaged and after its repaired the stats are restored	FR_REPAIR_REFILL	A firetruck that has taken damage of 50 then apply the method restoreTrucks()	Returns true that HP stats after the repair is greater than before	Unit, Functional	Hari	Pass
test_repairIncorrectPositionTest	Checks that a firetruck cannot be repaired if it's outside of the station	FR_REPAIR_REFILL	A firetruck with vector of (20,10) on the map	Returns false even if the repair method is applied	Unit, Functional	Hari	Pass
test_repairAlreadyFullyRepairedTest	Checks if a firetruck is fully repaired if user tries to repair it	FR_REPAIR_REFILL	A firetruck with no damage	Returns false that health is lower before repair method is applied	Unit, Functional	Hari	Pass
test_trucksCannotOccupySameTile	Checks that a user cannot move a firetruck to the same position where another truck is already present	FR_MOBILITY	A firetruck occupying tile at postion (11,11) and another at (11,13). Firetruck at (11,11) is made to ove at (11,13)	Returns (11,12) as the postion of firetruck 1	Unit, Functional	Hari	Pass
test_trucksShouldNotMovePastEachOtherTest	Checks that a truck can't move through another truck	FR_MOBILITY	A firetruck that starts at (11,11) and moves across the y-axis until (11,14). Another firetruck that starts at (11,14) and moves across the y-axis until (11,11)	Returns true that firetrucks haven't reached their target postions of (11,11) and (11,14)	Unit, Functional	Hari	Pass

TC_Dancer

ID	Description	Related Requirement	Input	Expected Output	Category	Author	Status
test_CorrectHealth	Checks that checks if the current health of the dancer is returned	None	Dancer with inputs of health 100, 20, 0, -50	100, 20, 0, -50 as health	Unit, structural	Evan	Pass
test_Damage	Checks if damage decrements the health level of the dancer	None	Dancer with inputs of health 100 and 90	90 and -10	Unit, structural	Evan	Pass
test_testState	Checks if the state of moves appear	None	Setting state to UP, DOWN, LEFT, RIGHT	UP, DOWN, LEFT, RIGHT	Unit, structural	Evan	Pass

TC_WaterParticle

ID	Description	Related Requirement	Input	Expected Output	Category	Author	Status
test_isHit	Test that checks if the waterparticle has reached the fortress and returns true if it hits the fortress false otherwise	FR_TRUCK_ATTACK	current position coordinates and target postion coordinates are the same (1,5)	Return true that waterparticle hits fortress	Unit, structural	Hari	Pass
test_isHit			Current position coordinates are set to (2,8) target postion coordinates are set to (1,5)	Return false	Unit, structural	Hari	Pass