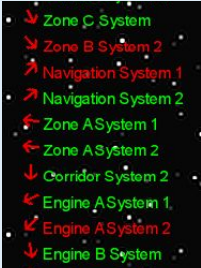# Black Box Testing Table

(Part of *Test2.pdf*)

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ID	Related requirements	Type of Test	Description	Input data / Scenario	Expected outcome	Actual outcome	Status (pass/fail)
test_map_has_10_rooms	FR_MAP_SIZE	Manual	Map must have 10 rooms.	The map has at least 10 rooms.	10 rooms.	Map has 11 rooms (see figure below)	PASS
test_systems_are_destoyed_in_10_seconds	FR_SYSTEM_DESTROY	Manual	Systems should be destroyed by attackers in 10 seconds.	Systems are being destroyed, time from bringing to end on easy mode.	10 seconds on easy mode.	Systems take 10 seconds to be destroyed (see figure below)	PASS
test_players_speed_is_faster_than_infiltrators	FR_PLAYER_SPEED	Manual	Player's movement speed should be faster than infiltrators.	The players are moving around the map with Npc.	Players are faster than Npc.		PASS
test_room_size	FR_ROOM_SIZES	Manual	Rooms should be different shapes and sizes.	Look at the map.	See if there are rooms of different shapes.	Rooms are of different shape(see figure below)	PASS
test_user_can_arrest	FR_ARREST	Manual	The Player can Arrest an hostile.	The player can arrest a hostile.	The player can arrest a hostile by sending them to the brig.		PASS
test_player_is_told_of_attack	FR_ATTACK_NOTIF	Manual	The player is notified of sabotage attempts.	Use the system list in the bottom right corner and wait for systems to be attacked.	When a system is attacked a noise is made and the system name goes from green to red.		PASS

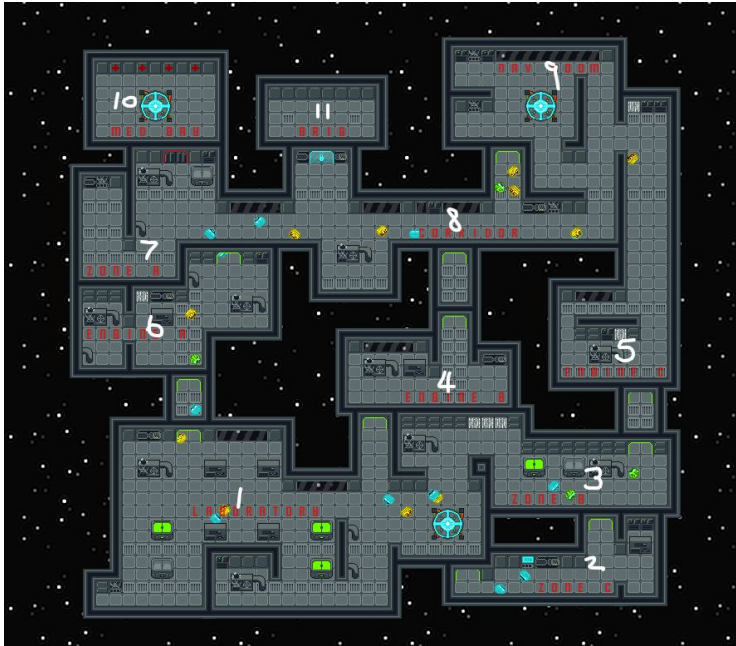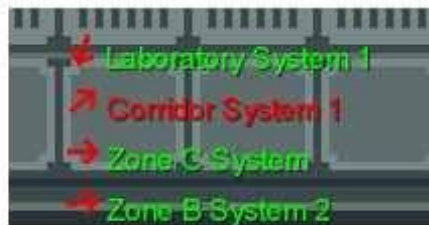|							
test_four_distinct_rooms	FR_MAP	Manual	Make sure that there are at least 4 rooms.	When walking round the map check the map has at least 4 distinct rooms.	There are 4 distinct rooms.		PASS
test_teleporters	FR_TELEPORTER	Manual	There are teleport pads that move the player around the map.	Step on each of the teleport pads and it should move you to a different one.	The player is moved from one teleporter pad to another.		PASS
test_powerups_shield	FRPowerUP	Manual	Test that the shield power-up prevents damage on hit.	Player, affect by shield (1) power-up Hit player twice.	Player undamaged on first hit (shield = 0), damaged on second (shield = 0).		PASS
test_powerups_speed	FRPowerUP	Manual	Test that the speed power-up is correctly given and ungiven.	Player affected by a speed powerup.	Player is faster than before pickup.	Player is noticeably faster (see image below).	PASS
test_number_of_key_systems	FR_KEY_SYSTEMS	Manual	There are at least 15 systems.	When walking around the map, there should be 15 systems.	There are 16 systems on the map.	16 (see figure below).	PASS
test_game_duration	NFR_DURATION	Manual	The duration of the game should be ~10 mins.	Play 3 games and average the time taken for each.	The average is 10 mins.	8 mins (see figure below).	FAIL

Fig. test_map_has_10_rooms:

Fig. test_systems_are_destoyed_in_10_seconds:
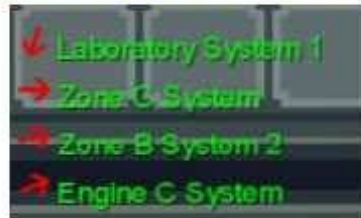
Fig. test_room_size:

Fig. test_powerups_speed:

Fig. test_number_of_key_systems:

Fig. test_game_duration: