Road Rage Test Plan – White Box

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| Test reference no. | Description of  test | Type of test | Expected  outcome | Real outcome |
| 1. | Receiving the API | White-Box | The scripting API for the project should be defined at the start of the code and no errors are found when using the APIs features | Passed.  The API works and the features are functional |
| 2. | Car assigned to a BodyCollider | White-Box | The car being assigned should have rough collisions and come in contact with the ground | Passed.  The car is assigned the rigidbody and comes in contact with the ground. |
| 3. | The WheelColliders should be positioned in the right places of the car | White-Box | The wheel colliders should be positioned on the car and be used to recognise the position of the wheels | Passed.  The wheels are positioned correctly and the code successfully recognises where the wheels are supposed to be. |
| 4.  (A) | WheelColliders define the car wheels | White-Box | The car should be assigned the wheels to which they should turn. | Failed.  The WheelColliders turn. However, the wheels on the car are fixed and don’t appear to move. |
| 4.  (B) | WheelColliders define the car wheels | White-Box | The car should be assigned the wheels and they should appear to turn by assigning the wheel object to the wheels | Passed.  The WheelCollider wheels turn and the car wheels turn with it. |
| 5. | The car should be controlled via the controller | White-Box | Input should be done by the controller. | Passed.  The controller input works and can move the car via the buttons mapped for driving. |