TestID	Requirements	Inputs	Expected Output	Actual Output	Pass/Fail	Rationale	Video Timestamp
1.0.1	UR_PERFORMANCE	Play through game as normal	The game will run at a smooth, stable framerate	As expected	Pass	By playing through the game we can test that the performance is reliable	Throughout video
1.0.2	UR_WIN_TIME	Play through game as normal	Time to win the game < 10 minutes	The game took just over 3 minutes to complete (As a developer of the game I am very familiar with how it works therefore there is a chance that this time is not representative of that of a new player)	Pass	Playing until victory is the only way to gauge how long the game takes to complete	00:02:36
1.0.3	UR_COMBAT FR_PLAYER_COMBAT FR_ENEMY_COLLEGE_DEFEAT FR_HEALTH	Sail nearby colleges and fire cannons towards them until they are defeated	Colleges will attack the player ship and the player ship will be able to attack colleges	As expected	Pass	Sailing nearby enemy college should cause them to fire at the player, hence it is easy to see whether combat is functioning correctly	00:00:28
1.0.4	UR_NPC_BOATS	Start new game	Other non user-controlled boats will be seen sailing around the map	As expected	Pass	To check if there are other boats we simply need to start the game and see if they are there	00:00:04
1.0.5	UR_SAIL FR_PLAYER_MOVEMENT	Start game and use WASD to move boat around map	The player will be able to control the boat so that it may sail around the map	As expected	Pass	This is the only way to check that player movement is working as intended	00:00:04
1.0.6	UR_SPEND_XP FR_UPGRADE_CHOICE	Open upgrade menu and click on upgrade	The player will be able to use earned xp to upgrade their boat	As expected	Pass	This is the simplest way to check that the xp upgrade system works as intended	00:01:37
1.0.7	UR_EARN_XP	Play through game as normal	The player will earn xp and gold through the course of the game	As expected	Pass	By playing through the game normally xp and gold will be earned and values displayed on screen making it simple to check that they are earnt as intended	Throughout video
1.0.8	UR_LEVELS FR_INCREASE_DIFFICULTY	Choose difficulty on start screen	The difficulty of the game can be chosen on the starting menu	As expected	Pass	Starting the game is the only way to check that different difficulty options are available	00:00:01
1.0.9	UR_WEATHER FR_WEATHER	Move ship into weather hazards and view effects	Somewhere on the map will be a storm and choppy waves which will have adverse effects on the player ship. Upon entering the storm the player will take damage and when sailing on choppy water the direction keys will be inverted.	As expected	Pass	Going into the storm will check that damage is done to the player and sailing through the choppy waves will test that the boat controls are properly inverted	00:01:28
1.0.10	UR_SHOP FR_SHOP	Click shop button at top of screen	A shop menu button will be available at all times for players to access the shop	As expected	Pass	Seeing that the shop button is available and clicking on it will test that it functions correctly	00:01:53
1.0.11	UR_SHOP_POWERUPS	Open shop and click on chosen upgrade	The shop will let players trade gold in exchange for powerups	As expected	Pass	Buying a powerup from the shop is the only way to see that the powerups are applied correctly when selected	00:01:53
1.0.12	UR_MAGICAL_POWERUPS FR_MAGICAL_POWERUPS	Search the map for powerup and demonstrate ability	Powereups not available in the shop will be available to find in the game world, specifically a duck based cannon upgrade and a limited time invulnerability item	As expected	Pass	Starting a game and exploring the map will test that the power ups exist, collecting them will test that they function	00:01:58

1.0.13	UR_SHIP_COMBAT FR_NPC_BOAT_COMBAT	Sail near and fire at enemy ships	Other ships will shoot cannons at the player and the player will be able to destroy other ships by shooting cannons at them	As expected	Pass	This is the only way to check that ship combat works as required	00:00:04
1.0.14	UR_VICTORY FR_VICTORY	Complete the game by destroying all enemy colleges	Once all enemy colleges have been defeated a victory screen will appear and the game will end	As expected	Pass	The only way to check that the game can be won	00:02:38
1.0.15	FR_HEALTH	Start a new game	The player health will be visible in the top left of the screen	As expected	Pass	The health will appear throughout a playthrough of the game	Throughout video
2.0.1	UR_SAVE_GAME UR_LOAD_GAME FR_SAVE FR_LOAD	Start a new game, play for a while so state has changed, quit the game, restart the game	Upon restarting the game will be in the same state as when the player quit	As expected	Pass	The best way to test the save system is to use it	
3.0.1	UR_OBSTACLES FR_OBSTACLES FR_PLAYER_COLLISION	Start new game and move ship to collide with obstacles	Obstacles such as rocks will be found on the map for the player to avoid, the player will lose if they collide with the obstacles	As expected	Pass	This is the simplest way to check that the obstacles function as intended	00:00:07
4.0.1	UR_DEFEAT	Play through game as normal and wait for the timer to run out	The game will end and the losing screen will appear	As expected	Pass	Simple process and implementing a unit test would inorgonomic	00:10:00
4.0.2	UR_MAKE_ALLIES	Defeat a college and look for their ships	The ships linked to that college will stop attacking your ship	As expected	Pass	Easier to check if the colleges stop attacking you by running through the game	00:04:09
4.0.3	UR_COLLEGES_AMOUNT	Play through the game and count the amount of colleges shown	There will be at least 3 colleges on the map	As expected	Pass	Simple as u can easily keep track of how many colleges are on the map.	Throughout video