

## **Milestone 2: Testing Documentation**

### **Maniya Dahiya (Welcome)**

- Game Launch
  - Check if the game has been launched i.e. check if the screen for 'Welcome' is correctly launched and there is a node on the screen with the text "Start Game!".
- Start Game Button
  - Check if clicking on "Start Game!" button changes the screen successfully from 'Welcome' to 'config' to verify that the button functions accurately.
- Screen Title Check
  - Check if the title of the stage is correctly called "Tower Defense" using *assertEquals* method.

### **Navya Khanna (Config)**

- Config Screen Launch
  - Check that the correct screen is launched by verifying the text "Tower Defense" after the player presses the start game button on the welcome screen.
- Difficulty Levels Display
  - Check that the 'Select difficulty' drop-down menu shows the three difficulty levels correctly.
- Start Button
  - Check if the 'Start' button is working correctly by checking if the initial screen is the config screen and the next screen after clicking the button is the game screen.

### **Adavya Bhutani (Config)**

- Name Input Validation
  - Check that when the player enters an invalid name such as empty, null, or simply a whitespace character, an error alert is displayed with the correct message.
- Difficulty Input Validation
  - Check that when the player does not select a difficulty out of the given options, an error alert is displayed with the correct message.
- Map Select
  - Check that left/right clicking on arrow buttons changes both the map imageview and label correctly, especially in corner cases when switching between the first and last maps. This verifies the map select functions correctly.

### **Mehul Rastogi (Game)**

- Name Display
  - Check that once a player transitions from the config screen to the game screen, their name is displayed on the top right.
- Money Increase
  - Check that the player's money value and the money label increase by \$20 every 20 seconds until the timer is active.
- Tower Destroy
  - Check that once a tower's health reaches 0, the tower and its health bar cease to appear on the game screen.

### **Prakhar Mittal (Game)**

- Difficulty Display
  - Check that the difficulty level chosen by the player on the config screen is displayed on the side menu of the game screen.
- Starting Money
  - Check that the player's starting money value and the money label depend on the level of difficulty chosen - the more the difficulty, the lesser the money.
- Starting Monument Health
  - Check that the monument's starting health depends on the level of difficulty chosen - the more the difficulty, the lesser the monument's health.