

| Test Number | Test Name | Test Type | Requirement | Input | Expected Output | Actual Output | Status | Notes |
|-------------|---|-----------|--------------|-------------------------------------|---|---|--------|--|
| 1 | Character moves in correct direction | Manual | UR_CONTR OL | Game started and arrow keys pressed | The auber moves in the direction directed by the arrow keys | The auber moves in the direction directed by the arrow keys | Pass | This is manual due to a missing LibGDX framework |
| 2 | Auber Reinforce System Ability | Manual | UR_POWER UPS | Game started and d key pressed | The ability is triggered | The ability is triggered and systems cannot be damaged | Pass | This is manual due to a missing LibGDX framework |
| 3 | Auber Reinforce System Ability, can't be reused | Manual | UR_POWER UPS | Game started, d key pressed twice | The ability is triggered only once and systems are not damaged for 5 seconds | The ability is triggered only once and systems are not damaged for 5 seconds | Pass | This is manual due to a missing LibGDX framework |
| 4 | Auber Highlight Infiltrator Ability | Manual | UR_POWER UPS | Game started and f key pressed | The ability is triggered, and the closest infiltrator is flashing for 5 seconds | The ability is triggered, and the closest infiltrator is flashing for 5 seconds | Pass | This is manual due to a missing LibGDX framework |
| 5 | Auber Highlight Infiltrator | Manual | UR_POWER UPS | Game started, f key pressed, and | The ability is triggered and enters | The ability is triggered and enters | Pass | This is manual due to a missing |

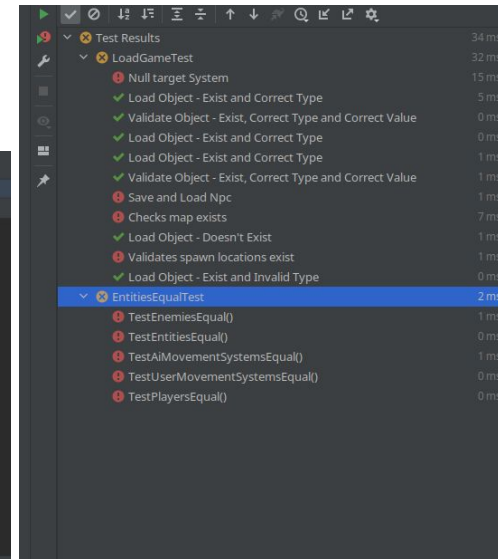
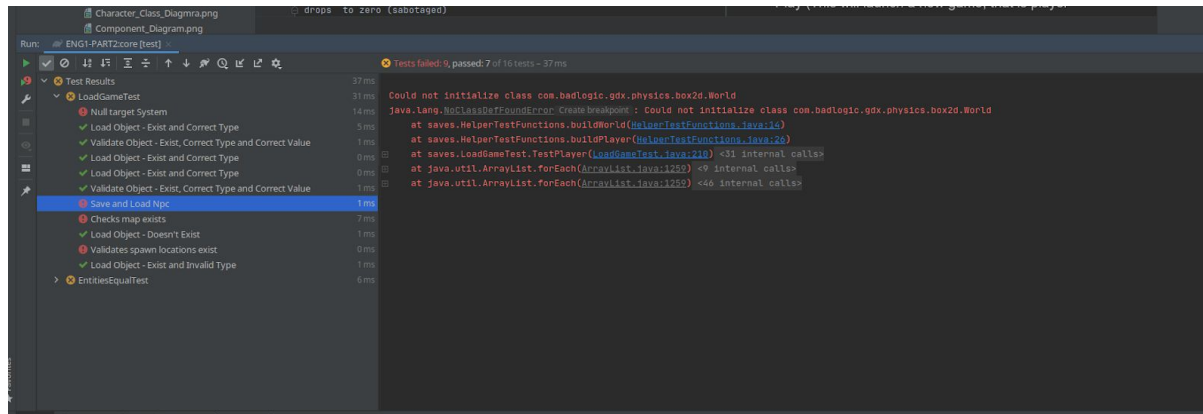
| | | | | | | | | |
|---|--|--------|-----------------|--|--|---|------|--|
| | Ability Cooldown | | | wait 5 seconds, before pressing f key again | cooldown after 5 seconds. The ability shouldn't be able to be activated | cooldown after 5 seconds. The ability cannot be activated | | LibGDX framework |
| 6 | Auber Highlight Infiltrator Ability Reactivation | Manual | UR_POWER UPS | Game started, f key pressed, and wait 35 seconds, before pressing f key again | The ability is triggered and then retriggered after 35 seconds | The ability is triggered and then retriggered after 35 seconds | Pass | This is manual due to a missing LibGDX framework |
| 7 | Auber Infiltrator Slowdown Ability | Manual | UR_POWER UPS | Game started and s key pressed | The ability is triggered, and the infiltrators slowdown | The ability is triggered, and active infiltrators slowdown | Pass | This is manual due to a missing LibGDX framework |
| 8 | Auber Infiltrator Slowdown Ability Cooldown | Manual | UR_POWER UPS | Game started, s key pressed, and wait 5 seconds, before pressing s key again | The ability is triggered and enters cooldown after 5 seconds. The ability shouldn't be able to be activated, and the infiltrators | The ability is triggered and enters cooldown after 5 seconds. The infiltrators return to normal speed | Pass | This is manual due to a missing LibGDX framework |

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| | | | | | return to normal | | | |
| 9 | Auber Infiltrator Slowdown Ability Reactivation | Manual | UR_POWER UPS | Game started, s key pressed, and wait 35 seconds, before pressing s key again | The ability is triggered and then retriggered after 35 seconds | The ability is triggered and infiltrators slow down then retriggered after 35 seconds, and the infiltrators slowdown again | Pass | This is manual due to a missing LibGDX framework |
| 10 | Demo Mode | Manual | UR_DEMO_MODE | Starting the game and pressing demo mode | The demo mode should start | The demo mode starts | Pass | This is manual due to a missing LibGDX framework |
| 11 | Demo Mode Ends | Manual | UR_DEMO_MODE | Starting the game and pressing demo mode | The demo mode should start, and after waiting an undetermined amount of time, the player should either win or lose and return to the win/lose screen | The demo mode starts, with the player winning and entering the win/lose screen | Pass | This is manual due to a missing LibGDX framework |

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|----|-----------------|--------|--------------|---|--|--|------|--|
| 12 | Demo Mode Loops | Manual | UR_DEMO_MODE | Starting the game and pressing demo mode | The demo mode should start, and after waiting an undetermined amount of time, the game should enter the win/lose screen, and after waiting 10 seconds should start a new demo mode | The demo mode starts, with the player winning and entering the win screen. After waiting 10 seconds a new demo game starts | Pass | This is manual due to a missing LibGDX framework |
| 13 | Save Game | Manual | UR_SAVE | Starting a new game, pressing escape key to pause and clicking save | The game should create a new save file | The game creates a new save file | Pass | This is manual due to a missing LibGDX framework |
| 13 | Load Game | Manual | UR_SAVE | Selecting Load Game from the main menu | The game should load a previous save file | The game loads an existing game instance | Pass | This is manual due to a missing LibGDX framework |

Automated Test Results:

This screenshot shows the output of some automated tests for saving and loading a game instance
As you can see, tests which do not require a libgdx framework pass, but ones that do fail to compile:



These test the infiltrator abilities, and one passes, but the others get stuck and fail to complete due to some errors in implementing a LibGDX framework. However if you run each test individually they will all pass.

