Test Number	Test Name	Test Type	Requirement	Input	Expected Output	Actual Output	Status	Notes	Author
1	Character moves in correct direction	Manual	UR_CONTROL	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	Sam Ralph
2	Auber Reinforce System Ability	Manual	UR_POWERUPS	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	Jiacheng Wu
3	Auber Reinforce System Ability, can't be reused	Manual	UR_POWERUPS	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	Jiacheng Wu
4	Auber Highlight Infiltrator Ability	Manual	UR_POWERUPS	Game started and f key pressed	The ability is triggered, and the closest infiltrator is flashing for	The ability is triggered, and the closest infiltrator is flashing for	Pass	This is manual due to a missing LibGDX framework	Jiacheng Wu

					5 seconds	5 seconds			
5	Auber Highlight Infiltrator Ability Cooldown	Manual	UR_POWE RUPS	Game started, f key pressed, and wait 5 seconds, before pressing f key again	The ability is triggered and enters cooldown after 5 seconds. The ability shouldn't be able to be activated	The ability is triggered and enters cooldown after 5 seconds. The ability cannot be activated	Pass	This is manual due to a missing LibGDX framework	Jiacheng Wu
6	Auber Highlight Infiltrator Ability Reactivatio n	Manual	UR_POWE RUPS	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	Jiacheng Wu
7	Auber Infiltrator Slowdown Ability	Manual	UR_POWE RUPS	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	Jiacheng Wu
8	Auber Infiltrator Slowdown Ability	Manual	UR_POWE RUPS	Game started, s key pressed,	The ability is triggered and enters cooldown	The ability is triggered and enters cooldown	Pass	This is manual due to a missing	Jiacheng Wu

|				and wait 5 seconds, before pressing s key again	after 5 seconds. The ability shouldn't be able to be activated, and the infiltrators return to normal	after 5 seconds. The infiltrators return to normal speed		LibGDX framework	
Cooldown									
9	Auber Infiltrator Slowdown Ability Reactivatio n	Manual	UR_POWE RUPS	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	Jiacheng Wu
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	Sam Ralph
11	Demo Mode Ends	Manual	UR_DEMO _MODE	Starting the game and	The demo mode	The demo mode	Pass	This is manual due	Sam Ralph

				pressing 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	starts, with the player winning and entering the win/lose screen		to a missing LibGDX framework	
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	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	Sam Ralph

					demo mode				
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	Sam Ralph
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	Sam Ralph

Automated Test Results:

This screenshot shows the output of some automated tests for saving and loading a game instance (Sam Ralph)
As you can see, tests which do not require a libgdx framework pass, but ones that do fail to compile:
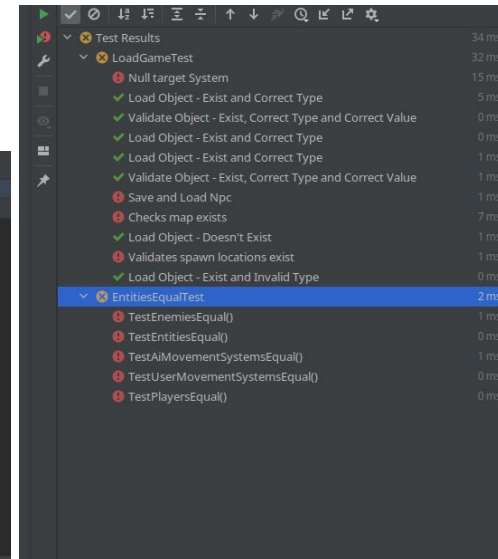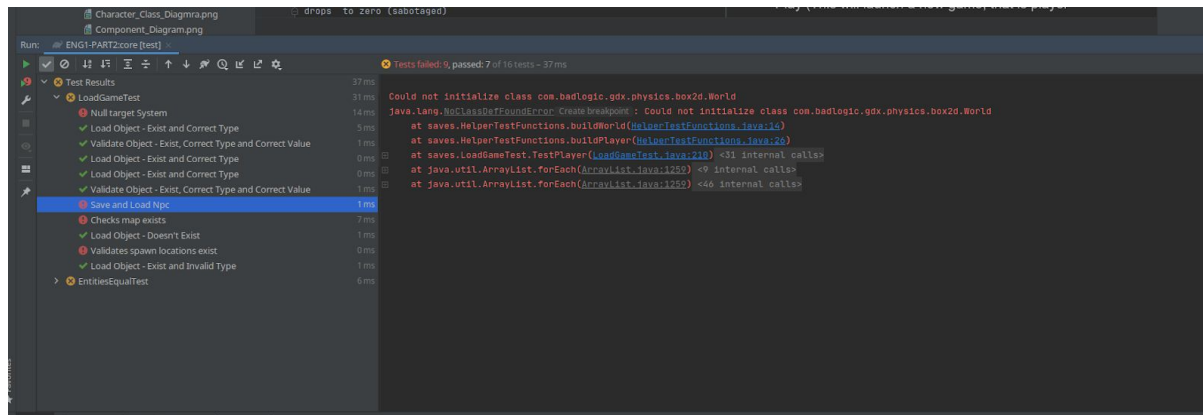
These test the infiltrator abilities (Jiacheng Wu), and one passes, but the others get stuck and fail to complete due to some errors in implementing a LibGDX framework. However if you run each test individually they will all pass.