Test Scripts

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Case Number** | **Test Case** | **Expected Result** | **Actual Results** | **Pass/Fail** |
| 1 | User chooses to launch an attack | The game should begin its transition into space state | The game transitions into space state. | Pass |
| 2 | The Game Checks to see if the player has any ships. | If The player has sufficient ships they are launched into space | If The player has sufficient ships they are launched into space | Pass |
| 3 | The asks how many ships the player wants to commit | A menu should appear to give the player options with regards | The game sends all of the available ships | Fail |
| 4 | The game loads in the ships | The game should load in the ships into rows facing one another | The game loads in the ships into rows facing one another | Pass |
| 5 | The game enters the attack stage. | The ships should begin attacking one another | The ships begin attacking one another | Pass |
| 2A1 | The player does not have any ships | The game should return to the world state and output an error message | The game enters the space state and does nothing | Fail |
| 3A1 | The player chooses to cancel the attack | The game should return to the world state | There is no option to cancel | Fail |