Vehicle Module Unit Tests:

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| Test Number | Test Description | Justification | Expected results |
| 1 | Hold the “W” key to check if the Tank will move forward | Vehicle movement is an important aspect of vehicle use | The vehicle should move forwards locally to where it is facing |
| 2 | Hold the “S” key to check if the Tank will move backwards | Similarly to test1, vehicle movement is critical to the module | The vehicle should move backwards locally to where it is facing |
| 3 | Press the “1” key to test whether the Tank can correctly target an object | Vehicle targeting will be needed for vehicle combat in-game | The vehicle’s turret should rotate and point towards the front left building |
| 4 | Press the “2” key to test whether the Tank can change targets | Swapping targets will be required of the vehicles in game for combat | The vehicle’s turret should rotate and point towards the front right building |
| 5 | Hold the “W” key to determine whether the Tank can target an object whilst moving | Vehicles will have to be moving whilst in combat, so this aspect will need to be tested | The vehicle’s turret should stay pointing at the assigned target |
| 6 | Hold the “Q” key to rotate the Tank anti-clockwise | Vehicle movement will rely on its ability to rotate and orientate properly | The vehicle body should rotate anti-clockwise |
| 7 | Hold the “E” key to rotate the Tank clockwise | Vehicle movement will rely on its ability to orientate towards it’s selected target | The vehicle body should rotate clockwise |

Integration tests:

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| Test Number | Test Description | Justification | Expected results |
| 1 | Press the “1” key to assign a target to the tank | The integrated modules will affect the Tank’s firing function, so this will need to be re-tested | The Tank’s turret should rotate towards the building forward and to the left relative to the Tank |
| 2 | Once the target has been locked, wait for the tank to fire a shot at the target | The integrated module includes a process of vehicle attacks, and so must be tested with the vehicle module | The tank should fire a small pellet from its turret towards the target. Once the pellet reaches the target, it should create an explosion particle system, emitting from the target |
| 3 | One the target has received an attack from the vehicle, it should emit smoke to indicate damage | Part of the damage model will involve smoke to indicate damage, and so is a part of the particle module which will be tested | A smoke system should emit from the target, and should increase in intensity over a short length of time |