# Unit Test Documentation Template

**Project Name: UMA-ISE24-E1**

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## Test Case Overview

**Test Case ID:**

Legs

**Purpose:**

Verify that the user can play all three legs in the race if the previous legs have been completed.

This test case involves FR009 (Legs), FR003 (Levels), FR014(Leg Duration).

**Test Case Description:**

This test case evaluates the functionality of the 3-leg system inside the level including the change in difficulty and scenery. It aims to ensure the correct transitioning in the race for the player.

Related JUnit tests will check methods relative to the clock, the control listeners and the objects.

### Pre-Conditions

**Prerequisites:**

The game is installed and running successfully.

User is in main menu.

User initiates the race by pressing the button in main menu.

**Test Data:**

**Not applicable.**

### Test Steps

**Step Description:**

1. Complete the first leg in the race.

2. Verify the boat moves correctly.

3. Check the difficulty has been increased by confirming the change in speed

4. Check the scenery has changed

5. Check the quick menu is still accessible

6. Repeat process for all three legs and repeat several times to ensure correct functioning.

### Post-Conditions

**Expected Outcome:**

User changes legs without encountering any glitches or errors like not having a change in scenery.

Difficulty is modified.

The level is beatable.

**Cleanup:**

Not applicable.

### Notes

The test must be repeated several times and must be run with the three different boats

To ensure all three boats can beat the levels and that none of them cause the race to crash.