# Unit Test Documentation Template

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

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## Test Case Overview

**Test Case ID:**

Levels

**Purpose:**

Verify that the user experiences a difference in difficulty through the race.

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

**Test Case Description:**

This test case evaluates the level of difficulty of each leg which entails

the level of the opposing boats and the speed at which the obstacles move.

It aims to ensure that players can acknowledge the changes in difficulty

between the 3 legs.

Related JUnit tests will check methods relative to the legs.

### 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. Register time of the run produced by ai in leg 1.

2. Time speed of objects movements in leg 1.

3. Register time of the run produced by ai in leg 2.

4. Time speed of objects movements in leg 2.

5. Register time of the run produced by ai in leg 3.

6. Time speed of objects movements in leg 3.

7. Compare the results obtained with each other to ensure a visible change in difficulty.

### Post-Conditions

**Expected Outcome:**

Object movements speed increase and ai leg times decrease as you advance in the legs.

**Cleanup:**

Not applicable.

### Notes

Must be run with all 3 boats to check that all 3 boats can beat these difficulties.

The collision of the ai boats will vary from run to run as they have a level of randomness.