**Black box Testing**

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| **Test ID** | **Description** | **Req ID** | **Expected result** | **Actual result** | **Status** | **Action taken** |
| **1** | Click the .exe | 3.1 | Game should run | The game ran perfectly | Pass | None |
|  | | | | | | |
| **2** | Start screen loads correctly | 3.1 | Game should load | The game loads straight into the gameplay as the menu has not yet been implemented - So screenshot same as above | Fail | Implement this feature in a later update to our game |
| **3** | Click the exit button | 3.2 | Game should close | Game closes correctly | Pass | None |
|  | | | | | | |
| **4** | Click the preferences button | 3.2 | Preferences window should open | Again this menu has not been implemented as we focused more on the gameplay of the game as this was most important | Fail | Implement this feature in a later update to our game |
| **5** | Click the play button | 3.2, 2.17 | Game should start and load the tutorial set on a flooded university campus. An option to skip appears | Menu has not been implemented so the play button does not exist | Fail | Implement this feature in a later update to our game |
| **6** | Pressing ‘Up’/’W’ | 2.2, 2.18 | Player should start accelerating up | The player moves up as expected | Pass | None |
|  | | | | | | |
| **7** | Pressing ‘Down’/’S’ | 2.2. 2.18 | Player should start decelerating | The player does decelerate as expected (Can be seen by the small water trails in the screenshot) | Pass | None |
|  | | | | | | |
| **8** | Pressing ‘Right’/’D’ | 2.2, 2.18 | Player should start turning clockwise | Worked as we expected | Pass | None |
|  | | | | | | |
| **9** | Pressing ‘Left’/’A’ | 2.2, 2.18 | Player should start turning anticlockwise | Worked as we expected | Pass | None |
|  | | | | | | |
| **10** | Left click mouse while still | 2.3 | Player should shoot in the direction of the cursor | The player shoots and in the direction of the cursor | Pass | None |
|  | | | | | | |
| **11** | Left click mouse while moving | 2.3, 2.18 | The speed of the cannonball should vary depending on speed and the direction of the shot and should still shoot in the direction of the cursor | The cannonball’s speed does change depending on the speed and direction so works as expected | Pass | None |
|  | | | | | | |
| **12** | Shot hitting enemy | 2.3 | Enemy should take damage when hit | Enemy’s do take damage when hit | Pass | None |
|  | | | | | | |
| **13** | Shot hitting player | 2.3 | Players health should deplete | The players health does deplete | Pass | None |
|  | | | | | | |
| **14** | Enemy's health reaching 0 | 2.3, 2.10,2.11, 2.6 | Enemy should explode and leave behind some loot + XP | The enemy does explode and disappear but the gold and xp are automatically given to the player instead | Pass - as this is how we decided to do it | None |
|  | | | | | | |
| **15** | Players health reaches 0 | 2.3, 2.6 | Player should explode and game should restart | When the player dies they don’t explode and they remain in the game | Fail | The code will be updated to fix this issue |
|  | | | | | | |
| **16** | The player moves into close proximity of the enemy ship | 2.3, 2.19 | Enemy ship should start moving alongside the player and engaging in combat | The enemy engage in combat as we expected | Pass | None |
|  | | | | | | |
| **17** | AI tracks the player | 2.19 | When outside the ‘radius’ the AI should head towards the player then when in this range the AI should travel alongside the player | The AI does move closer to the player and starts attacking | Pass | None |
|  | | | | | | |
| **18** | Enemy and player collide | 2.18 | Both the player and enemy should take damage and be stopped | Collisions have not yet been implemented so the boats currently move through each other | Fail | The collisions will be updated to the different ships do collide |
|  | | | | | | |
| **19** | Reaching map boundary | 2.18 | Player is stopped and not allowed to proceed further | The player can escape the boundary and get out of the map | Fail | Again, the collision issues will be fixed prior to the deadline |
|  | | | | | | |
| **20** | Player collides with land | 2.18 | Player is stopped and rebounded whilst taking damage | Sometimes the player is rebounded but most of the time the player can get through the land | Fail | Collision issues will be fixed prior to the deadline |
|  | | | | | | |
| **21** | The player should always be visible on the screen | 3.2 | Overhead camera follows the player’s movement | Wherever you go the player is always in the centre of the screen and viewed from the top | Pass | None |
|  | | | | | | |
| **22** | Pressing the ‘M’ key | 2.15 | The game should zoom out to reveal a full view of the map | The view is zoomed out as expected | Pass | None |
|  | | | | | | |
| **23** | The player encounters a friendly NPC | 2.8 | The NPC should not attack the player and a dialog should begin | NPC’s have not been implemented therefor they can’t be tested | Fail | Implement this feature in a later update to our game |
| **24** | The player defeats all members of the enemy college | 2,5, 2.12 | All enemies in that college should become friendly and non aggressive | Also not been implemented into our game | Fail | Implement this feature in a later update to our game |
| **25** | The player opens the shop to purchase upgrades | 2.13 | A menu should open detailing the possible upgrades to the players ship | Shop and menu not yet in the game | Fail | Implement this feature in a later update to our game |
| **26** | The player purchases an upgrade | 2.13 | The players stats are altered and money is taken from the player | Upgrades not yet in our version of the game | Fail | Implement this feature in a later update to our game |
| **27** | The player enters the gambling area | 2.14 | A menu should open giving the player the opportunity to gamble their gold | Not yet implemented | Fail | Implement this feature in a later update to our game |
| **28** | The player picks up an item | 2.16 | The item should be equipped and the players stats should be altered | Not yet implemented | Fail | Implement this feature in a later update to our game |
| **29** | The player picks up gold | 2.11 | The Gold should disappear from the ground and be added to the players total | Not yet implemented | Fail | Implement this feature in a later update to our game |
| **30** | AI shoots at the player | 2.19 | The player should lose health as a result of being hit and the AI should shoot in the direction of the player | Not yet implemented | Fail | Implement this feature in a later update to our game |