**Black Box test ideas table:**

**Main menu:**

**Play**

**Preferences**

**Exit**

**Main menu tests:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test ID** | **Description** | **Expected Result** | **Pass/Fail** | **Actual Result** | **Action taken** |
| 1 | Pressing the play button | The game should start with the correct screen |  |  |  |
| 2 | Pressing the exit button | The game should close |  |  |  |
| 3 | Pressing the preferences button | Preferences window should open |  |  |  |

**Preference table:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test ID** | **Description** | **Expected Result** | **Pass/Fail** | **Actual Result** | **Action due to test** |
| 4 | Pressing the menu button | Should return back to the menu screen |  |  |  |
|  | Not sure what consists of yet but will be mostly button pressing/ sliders maybe |  |  |  |  |
|  |  |  |  |  |  |

**Gameplay table:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test ID** | **Description** | **Expected Result** | **Pass/Fail** | **Actual Result** | **Action due to test** |
|  | Pressing the play button | The game should start |  |  |  |
|  | Pressing ‘Up’/’W’ | Player should start accelerating up |  |  |  |
|  | Pressing ‘Right’/’D’ | Player should start turning clockwise |  |  |  |
|  | Pressing ‘Down’/’S’ | Player should start decelerating |  |  |  |
|  | Pressing ‘Left’/’A’ | Player should start turning anticlockwise |  |  |  |
|  | Left click mouse while still | Player should shoot in the direction of the cursor |  |  |  |
|  | Left click mouse while moving | 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 |  |  |  |
|  | Reaching map boundary/island | Should be stopped and not allowed to proceed further |  |  |  |
|  | Shot hitting enemy | Enemy should take damage when hit |  |  |  |
|  | Enemy's health reaching 0 | Enemy should explode and disappear |  |  |  |
|  | Players health reaches 0 | Not sure yet |  |  |  |
|  | Player gets hit | Health depletes |  |  |  |
|  | Enemy and player collide |  |  |  |  |
|  | AI tracks the player | When outside the ‘radius’ the AI should head towards the player then when in this range the AI should travel alongside the player |  |  |  |
|  | Pressing m to view the map | The map overlay should appear with the players location | P |  |  |
|  | Location tracking | The map should correctly show where the player is on the map |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |