

ID	Related Requirement	Pre condition	Description	Steps	Category	Status	Author
test_victory	UR_WIN	None	Checks if victory is achieved when all fortresses are flooded	1) Start game. 2) Press play. 3) Select difficulty. 4) Flood all fortresses without losing all fire trucks. 5) Victory screen should appear upon destruction of the final fortress.	Functional, Manual	Pass	Billy
test_defeat	UR_LOSS	None	Checks if the loss screen is displayed when all fire trucks are destroyed	1) Start game. 2) Press play. 3) Select difficulty. 4) Get all fire trucks destroyed. 5) Loss screen should display upon destruction of the final fire truck.	Functional, Manual	Pass	Billy
test_minigame_exists	UR_MINI_GAME	None	Checks if there is some form of mini game implemented in the game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Play through the game until a fortress is destroyed. 5) The mini game should appear on the destruction of a fortress.	Functional, Manual	Pass	Billy
test_minigame_theme	UR_MINI_GAME	test_minigame_exists	Checks if the implemented minigame has a different theme to the main game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Play through the game until a fortress is destroyed. 5) Play the mini game to see if it has a different theme.	Functional, Manual	Pass	Billy
test_repair_health	UR_REPAIR	None	Checks if firetrucks can be repaired at the firestation.	1) Start game. 2) Press play. 3) Select difficulty. 4) Play the game and lose health on a fire truck. 5) Return to the firestation. 6) Observe if the health of the fire truck increases.	Functional, Manual	Pass	Billy
test_refill_water	UR_REPAIR	None	Checks if firetrucks can be refilled at the firestation.	1) Start game. 2) Press play. 3) Select difficulty. 4) Play the game and expend water on a fire truck. 5) Return to the firestation. 6) Observe if the water of the fire truck increases.	Functional, Manual	Pass	Billy
test_four_fire_trucks	UR_FIRE_TRUCKS	None	Checks if there are at least four fire trucks implemented in the game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Move all fire trucks out of the firestation until none are hidden. 5) Count how many fire trucks are implemented.	Functional, Manual	Pass	Billy
test_six_fortresses	UR_FORTRESSES	None	Checks if there are at least six ET fortresses	1) Start game. 2) Press play. 3) Select difficulty. 4) Count how many ET Fortresses	Functional, Manual	Pass	Billy

			implemented in the game.	are implemented.			
test_patrols_exist	UR_PATROLS	None	Checks if ET patrols have been implemented in the game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Observe if there are ET patrols patrolling in the game.	Functional, Manual	Pass	Billy
test_two_patrols	UR_PATROLS	test_patrols_exist	Checks if there are at least 2 ET patrols implemented in the game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Count how many ET patrols are implemented.	Functional, Manual	Pass	Billy
test_firestation_destruction	UR_DESTROY_STATION	None	Checks if the firestation is destroyed at some point during the game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Destroy two ET fortresses. 5) Wait and see if the firestation is destroyed.	Functional, Manual	Pass	Billy
test_playable	UR_PLAYABLE	None	Checks the game runs smoothly enough that it can be deemed playable on a low spec machine with Java installed.	(Tested on Intel Pentium Gold 4415Y, no overclock) 1) Start game. 2) Press play. 3) Play the game all the way through to victory. 4) Judge if the game was smooth enough to enjoyably play.	Non-functional, Manual	Pass	Billy
test_single_player	UR_PLAYER	None	Checks if the game is purely single player.	1) Start game. 2) Press play. 3) Select Difficulty. 4) Check the entire game can be played and won with only a single player.	Functional, Manual	Pass	Billy
test_java	UR_CODE	None	Checks the game is coded in Java.	1) Open the source code. 2) Observe the file types match Java file types.	Functional, Manual	Pass	Billy
test_PC_playable	UR_PC	None	Checks the game can be played on most desktop hardware and operating systems.	1) Open the game on a pc. 2) Play the game all the way through to ensure no compatibility errors. 3) Repeat with several different computers.	Functional, Manual	Pass	Billy
test_no_truck_overlap	UR_TRUCK_SPACE	test_four_fire_trucks	Check fire trucks cannot occupy the same tile after leaving the firestation.	1) Start game. 2) Press play. 3) Select difficulty. 4) Move all the fire trucks out of the firestation. 5) Attempt to move 2 fire trucks onto the same tile.	Functional, Manual	Pass	Billy
test_saves	UR_SAVES	None	Check the game can be saved and reloaded at any time.	1) Start game. 2) Press play. 3) Select difficulty. 4) Play game. 5) Save at a random time then exit. 6) Re open the game. 7) Load the save. 8) See if everything is the same.	Functional, Manual	Pass	Billy
test_power_ups	UR_POWER_UPS	None	Check that power ups are implemented in the game.	1) Start game. 2) Press play. 3) Select difficulty. 4) Drive over power ups multiple	Functional, Manual	Pass	Billy

				times and see if there are at least 5 types.			
test_difficulties	UR_MANY_DIFFICULTIES	None	See if there are multiple possible difficulties.	1) Start game. 2) Press play. 3) Select a difficulty. 4) Play through the game. 5) Restart and press play again. 6) Select a different difficulty. 7) See if the difficulty has any effect.	Functional, Manual	Pass	Billy