

Black Box Testing Evidence

Test ID	Test Type	Description	Expected Outcome	Actual Outcome	Pass/Fail	Tester
1.1	Functional	Open executable program	Game will open upon opening executable file	Game opens when executable file opened	Pass	Luke Richardson
1.2	Functional	Game is initially configured correct upon opening	Game will be configured with all the ships in the correct location when initially opened	Game is configured correctly with all ships in correct location when initially opened	Pass	Luke Richardson
1.3	Functional	On enter key press, turn is switched from player turn to enemy turn	Turn will switch once enter key is pressed	Turn switches once enter key is pressed	Pass	Luke Richardson
1.4	Functional	Game displays whose turn it is	Game will display to the user whose turn it is	Game displays to the user whose turn it is	Pass	Luke Richardson
1.5	Functional	Game displays when turn changes state from player to enemy turn and vice versa	Game will display when turn changes state from player to enemy turn	Game displays when turn changes state from player to enemy turn	Pass	Luke Richardson
1.6	Functional	On click of a ship, the ship is selected	Ship will be selected on a click	Ship is selected when clicked on	Pass	Luke Richardson
1.7	Functional	On selection of a ship, game displays which tiles can be moved into	All possible moves a ship can make will be displayed when selected	All possible moves a ship can make are displayed when selected	Pass	Luke Richardson

1.8	Functional	Ship will move to a pathable square on click	Ship will move to square which is clicked on	Ship moves to clicked on square	Pass	Luke Richardson
1.9	Functional	Ship will not move to a square which is not water	Ship will not move move when non water square clicked	Ship doesn't move when non water square clicked	Pass	Luke Richardson
1.10	Functional	When the square which the selected ship is located is clicked again, it will deselect the ship	Ship will be deselected upon second click	Ship deselects upon second click	Pass	Luke Richardson
1.11	Functional	When you click anywhere within a square on the grid, the correct square will be selected	Corresponding square will be selected when that square is clicked on the grid	Corresponding square selected when that square is clicked on the grid	Pass	Luke Richardson
1.12	Functional	When a square is selected that is not a ship, and no ships are already selected, it will fill the selected square in red to show that it is an invalid selection	Square selected which isn't a ship will turn red	Square selected which isn't a ship turned red	Pass	Luke Richardson
1.13	Functional	Game will not allow player to select a square outside of the map	Game will not react when clicking outside of map	Game does not react to clicking a location outside the map	Pass	Luke Richardson

1.14	Functional	Once a ship has moved through its maximum amount of squares, it cannot move any more squares	Selected ship will show no remaining pathable squares when selected	Selected ship shows no remaining pathable squares when selected	Pass	Luke Richardson
1.15	Functional	A singular ship cannot attack multiple enemies in a single turn	Once ship has attacked an enemy ship, it will not be able to attack another ship in the same turn	Once ship has attacked an enemy ship, it cannot attack another enemy ship in a singular turn	Pass	Luke Richardson
1.16	Functional	A ship cannot attack an enemy unless in an adjacent square on the grid	Clicking on an enemy ship whilst selected ship is not adjacent to the enemy, game will not react	Game does not react when enemy ship not adjacent is clicked	Pass	Luke Richardson
1.17	Functional	Friendly ships are always on screen throughout level	Friendly ships cannot disappear from the screen	Friendly ships do not disappear from the screen in any circumstance	Pass	Luke Richardson
1.18	Functional	Ships cannot move outside of the map	Ship won't react when trying to move it to square outside the map	Not able to click outside the map while moving the ship.	Pass	Luke Richardson
1.19	Functional	When a selected ship is adjacent to an enemy ship, it can click to attack, and destroy, the enemy	When enemy ship clicked, it will be removed from the game	Enemy ship is removed from game when clicked	Pass	Luke Richardson

1.20	Functional	Ship will not move through squares that are not water	Ship will be forced to move around non-water squares on the grid	Ship forced to move around non-water squares	Pass	Luke Richardson
1.21	Functional	Enemy ship will move next to friendly ship and attack if within range	Enemy ship will move to an adjacent square of a friendly ship and destroy the friendly ship	Enemy ships move randomly unless they can move to a square to attack a friendly ship in which case they do this	Pass	Luke Richardson
1.22	Acceptance	Map contains large body of water	Upon opening game, you are shown a large body of water in the map	Map contains a large body of water	Pass	Luke Richardson
1.23	Acceptance	Map contains 3 colleges and 2 departments	When exploring the map you will see 3 colleges and 2 departments	3 colleges and 2 departments present on the map	Pass	Luke Richardson
1.24	Functional	There will be a sailing mode and a combat mode	Ship will be able to move around the map freely (sailing) as well as attack an enemy ship when in an adjacent square (combat)	Ship can move around the map freely (sailing) as well as attack an enemy ship when in an adjacent square (combat)	Pass	Luke Richardson
1.25	Functional	The game will include a points system	You will be able to view the points you have earned from playing the game	Points system present which is altered by destroying enemy ships and colleges	Pass	Luke Richardson
1.26	Acceptance	The game will aim to last an average of 30-60 minutes.	Game will be played on average for 30-60 minutes	Game ends a lot sooner (<5 minutes) on average	Fail	Luke Richardson

1.27	Acceptance	The camera view will be top down.	When game is run you will be looking at the map as if the camera is situated above (top down)	When game is run you are looking at the map as if the camera is situated above (top down)	Pass	Luke Richardson
1.28	Acceptance	There will be randomly generated events and features throughout the map which will affect the players.	Events will be seen appearing on the map for the player to interact with	No events occur	Fail	Luke Richardson
1.29	Functional	There will be a HUD containing game state information	A HUD will be present on screen	HUD displaying whose turn it is present	Pass	Luke Richardson
1.30	Acceptance	There will be an expandable, fullscreen map that shows the entire map in more detail.	There will be an expandable map displaying all of the grid	No expandable map	Fail	Luke Richardson
1.31	Acceptance	There will be restricted visibility in the form of a 'fog of war'.	The view of the player will be restricted to a certain area	No view restriction present	Fail	Luke Richardson
1.32	Acceptance	There will be graphics to aid the player with the gameplay	There will be clear indication of key features in the game from the graphics and artwork	There is clear indication of key features in the game such as what is land and what is water, which ships are friendly and which are enemy	Pass	Luke Richardson