

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 correctly | Game is configured correctly | Pass | Luke Richardson |
| 1.3 | Functional | On arrowkey press, player moves in appropriate direction | Player moves upon key press | Player moves upon key press | Pass | Luke Richardson |
| 1.4 | Functional | Game displays points | Game will display to the user the points they possess | Game displays to the user the points they possess | Pass | Luke Richardson |
| 1.5 | Functional | Game displays gold | Game will display how much gold the player possesses | Game displays how much gold the player has | Pass | Luke Richardson |
| 1.6 | Functional | On a key press you can interact with a college | When key is pressed interaction with college will occur | When key is pressed, interaction with college occurs | Pass | Luke Richardson |
| 1.7 | Functional | On a key press you can interact with a department | When key is pressed interaction with department will occur | When key is pressed, interaction with department occurs | Pass | Luke Richardson |

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| 1.8 | Functional | Ship will stop when it hits an island | Ship will stop when it comes into contact with an island | Ship stops when it comes into contact with an island | Pass | Luke Richardson |
| 1.9 | Functional | The map will contain 5 colleges and 3 departments | The map will contain 5 colleges and 3 departments | The map contains 5 colleges and 3 departments | Pass | Luke Richardson |
| 1.10 | Functional | In the minigame you die if you get hit by a ghost | You will die if a ghost touches you | You die when a ghost touches you | Pass | Luke Richardson |
| 1.11 | Functional | In the minigame you cannot move through walls | Your in game character will stop when it comes into contact with a wall | Your in game character stops when it hits a wall | Pass | Luke Richardson |
| 1.12 | Functional | You can target different parts of the ship with different attacks | Different attacks will damage different parts of the enemies ship | Different attacks damage different parts of the enemies ship | Pass | Luke Richardson |
| 1.13 | Functional | Gold awarded for destroying enemy | You will receive gold when destroying an enemy ship | You receive gold when destroying an enemy ship | Pass | Luke Richardson |
| 1.14 | Functional | Gold will not be awarded when in neutral territory | Gold will not be awarded when in neutral territory | Gold is not awarded in neutral territory | Pass | Luke Richardson |
| 1.15 | Functional | Friendly ship is always on screen throughout level | Friendly ship cannot disappear from the screen | Friendly ship does not disappear from the screen in any circumstance | Pass | Luke Richardson |

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| 1.16 | Functional | Ship cannot move outside of the map | Ship won't react when trying to move it outside the map | Not able to move outside the map | Pass | Luke Richardson |
| 1.17 | Functional | Weather will change conditions for ship | Different weather conditions will occur changing the conditions for the ship | No weather conditions occur | Fail | Luke Richardson |
| 1.18 | Functional | Ship will not move through squares that are not water | Ship will be forced to move around non-water squares on the map | When the window is resized it changes the coordinates of the ship on the map, this allows the ship to enter inside the island and get trapped | Fail | Luke Richardson |
| 1.19 | 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 |
| 1.20 | Acceptance | Map contains 5 colleges and 3 departments | When exploring the map you will see 5 colleges and 3 departments | 5 colleges and 3 departments present on the map | Pass | Luke Richardson |
| 1.21 | 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 interacting with a college (combat mode) | Ship can move around the map freely (sailing) as well as attack an enemy ship when interacting with a college (combat) | Pass | Luke Richardson |

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| 1.22 | Functional | The game will include a points system | You will be able to view the points you have earned from playing the game and minigame | Points system present which is altered by destroying enemy ships and colleges and playing minigame | Pass | Luke Richardson |
| 1.23 | Acceptance | The game will aim to last an average of 30-60 minutes. | Game will be played on average for 30-60 minutes | Game lasts 30-60 minutes | Pass | Luke Richardson |
| 1.24 | 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 |
| 1.25 | 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 | Events occur | Pass | Luke Richardson |
| 1.26 | 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 |
| 1.27 | 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 |

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| 1.28 | 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 |
| 1.29 | Functional | There will be a save/load feature | You will be able to save and load game progress | There is no option for saving or loading game progress | Fail | Luke Richardson |