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

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

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

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

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
1.30	Functional	There will be a sea monster present	You will be able to see a sea monster present on the map	There is a sea monster present in the map	Pass	Luke Richardson
1.31	Functional	There will be consequences to colliding with this sea monster	You will be able to interact with the sea monster	When you collide with the sea monster, you are taken to a minigame in which you have to escape the sea monster	Pass	Luke Richardson
1.32	Functional	There will be a whirlpool obstacle on the map	The player will see a whirlpool on the map	There is a whirlpool present	Pass	Luke Richardson
1.33	Functional	The whirlpool will negatively affect the player	The ship will lose health and be slowed down when interacting with whirlpool	The ship loses health and is slowed by the whirlpool	Pass	Luke Richardson
1.34	Functional	The whirlpool will randomly change location	Every 50 seconds, the whirlpool will change location randomly	Every 50 seconds, the whirlpool changes location randomly	Pass	Luke Richardson

1.35	Functional	There will be an engineer crew member available	You will be able to select an engineer ability upon completion of an objective	An engineer can be selected upon completing an objective	Pass	Luke Richardson
1.36	Functional	The engineer will give the ship a buff	You will be able to use the engineer ability to heal your ship	The ship can be healed using the engineer	Pass	Luke Richardson
1.37	Functional	There will be a fullscreen map	You will be able to open a fullscreen map on a key press	A fullscreen map opens when the 'm' key is pressed	Pass	Luke Richardson
1.38	Functional	The map will display relevant information to aid the user	You will be able to view all features and locations of features from the map screen	When the map is open, you can see the locations of: all the colleges, all the departments, your ship, the whirlpool and the sea monster	Pass	Luke Richardson