**Play Testing**

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| Test ID | ~~Description~~  Test Name | Requirement ID | Description | Logic Test  Result |
| 1 | GameShouldRunTest | SCR\_RUNNABLE | The game should run  without crashes | Pass |
| 2 | FireTruckShouldAttackIfInRa  ngeTest | UR\_FORTRESS  SFR\_ET\_LOCATIONS\_NOT\_CHANGEABLE | Detecting an ET fortress in the firetruck's range should trigger the firetruck to start attacking it with a water jet | Pass |
| 3 | FortressShouldGetDestroyed  Test | UR\_FORTRESS | After fatally damaging an ET fortress, it should be marked as 'destroyed' | Pass |
| 4 | FortressShouldAttackIfInRan  geTest | UR\_FORTRESS\_ATTACK  SFR\_FORTRESS\_AIM | Entering the range of an ET  fortress should trigger the  fortress to start attacking | Pass |
| 5 | FireTrucksShouldHaveDiffer  entStatsTest | UR\_FIRETRUCKS\_UNIQUE\_SPEC | Each firetruck of the four should each have a specific statistic that differs it from the other three | Pass |
| 6 | ETShouldHaveUniqueSpecs  Test | UR\_ET\_UNIQUE\_SPEC  UR\_ET\_MIN\_START | Each ET fortress should have unique statistics that make it different from other fortresses | ~~Fail~~  Pass |
| 7 | TruckWaterTankShouldRefill | UR\_FIRETRUCKS\_REFILL,  SFR\_ALLOWED\_TO\_REFILL,  SFR\_REFILL\_CONSTANT | Entering the range of the fire station should trigger the water refilling, assuming the water tank is not full | Pass |
| 8 | TruckHealthShouldRepairTe  st | UR\_FIRETRUCK\_REPAIR,  SFR\_ALLOWED\_TO\_REPAIR, SFR\_CANCEL\_REPAIR  SFR\_REPAIR\_OVER\_TIME  SFR\_REPAIR\_CONSTANT | Entering the range of the fire station should trigger the repairing, assuming the health bar is not full | Pass |
| 9 | ETPatrolsShouldDestroyFire  StationTest | UR\_ET\_DESTROYS\_STATION,  UR\_GAME\_TIMER  SFR\_ETS\_DESTROY\_STATION | After 15 minutes of gameplay, the ET patrols should destroy the fire station | ~~Fail - Not~~  ~~Implement~~  ~~ed~~  Pass |
| 10 | GameShouldGetToGameOv  erScreenTest | UR\_WIN\_CONDITION,  UR\_LOSS\_CONDITION | After destroying all ET fortresses or losing all four lives, the game should automatically reach the Game Over screen | Pass |
| 11 | GameShouldGetToGameOv  erScreenTest | SFR\_MOVE\_WHILE\_DAMAGED | Getting hit by a bullet should not ~~empair~~ impair the truck's movement abilities | Pass |
| 12 | FireTruckShouldMoveWhile  WaterTankEmptyTest | SFR\_MOVE\_WHILE\_EMPTY | The fire truck should be able to move even when the water tank is empty | Pass |
| 13 | FireTruckShouldBeSelected  BeforeGameTest | SFR\_FIRETRUCKS\_STATS,  SFR\_FIRETRUCKS\_SELECTION  UR\_FIRETRUCK\_MIN\_START | Before a new game is initiated, the user should be prompted with a fire truck selection screen | Pass |
| 14 | ScreenShouldSwitchTest | UR\_MINIGAME,  UR\_DIFFICULTY\_LEVEL,  UR\_CONTROLLER,  UR\_INSTRUCTIONS,  UR\_COLOUR\_ACCESSIBILITY | The user should be able to move between ~~differnt~~ different screens without system bugs or crashes | Pass |
| 15 | FireTruckShouldNotDriveOn  BuildingsTest | UR\_DRIVE | The firetruck should not be  able to drive over buildings  tiles | Pass |
| 16 | FireTruckShouldNotDriveOn  RiversTest | UR\_DRIVE | The firetruck should not be able to drive over rivers tiles | Pass |
| 17 | HealthBarShouldAlwaysBeVi  sibleTest | SFR\_HEALTH\_BAR | The health bar should be visible at all point int time during gameplay | Pass |
| 18 | WaterBarShouldAlwaysBeVi  sibleTest | SFR\_WATER\_SUPPLY\_BAR | The water bar should be visible at all point int time during gameplay | Pass |
| 19 | PauseFeatureMainGame | UR\_PAUSE | The user should be able to pause during the main game | Pass |
| 20 | PauseFeatureMiniGame | UR\_PAUSE | The user should be able to pause during the mini game | Pass |
| 21 | SaveGameSaveStates | UR\_SAVE  SFR\_SAVE\_MULTIPLE | There should be multiple save states were the user is able to save the game | Pass |
| 22 | SaveGameMiniGame | UR\_SAVE  UR\_MINIGAME  SFR\_SAVE\_MINIGAME | You should be able to save during the mini game | Pass |
| 23 | SaveGamePowerUps | UR\_SAVE  SFR\_SAVE\_POWERUPS | The powerups must be saved in a save state | Pass |
| 24 | PowerUpTypes | UR\_POWERUPS  SFR\_POWERUP\_FIRETRUCKS | There should be 5 different power up types | Pass |
| 25 | EasyMediumHard | UR\_DIFFICULTY\_LEVEL | There should be an easy medium and hard difficulty mode | Pass |
| 26 | MiniGame | SFR\_REFILL\_FIRETRUCK  SFR\_MINIGAME | The game should have a minigame | Pass |
| 27 | Patrols | UR\_PATROLS | The game should have patrols | Pass |
| 28 | Patrols\_Attack | UR\_PATROLS  SFR\_IMPLEMENT\_PATROLS | The alien patrols should attack the player and have a set path they follow | Pass |
| 29 | DifficultyHarder | SFR\_ET\_IMPROVE\_CONSTANT  SFR\_ET\_IMPROVE\_  SFR\_TIME\_TO\_DEFEAT\_ET  UR\_ET\_IMPROVEMENT | The game should get harder over time | Pass |
| 30 | FireTruck Repairs | SFR\_DESTROYED\_TRUCKS | Destroyed firetrucks should not be able to be repaired | Pass |