

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	Duc Vu
1.2	Functional	Game is initially configured correct upon opening	Game will be configured correctly	Game is configured correctly	Pass	Duc Vu
1.3	Functional	On arrowkey press, player moves in appropriate direction	Player moves upon key press	Player moves upon key press	Pass	Duc Vu
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	Duc Vu
1.5	Functional	Game displays gold	Game will display how much gold the player possesses	Game displays how much gold the player has	Pass	Duc Vu
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	Duc Vu
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	Duc Vu

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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu

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	Duc Vu
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	Duc Vu
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	Not able to move through non-water squares	Pass	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu

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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu
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	Duc Vu

1.27	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	Duc Vu
1.28	Functional	There will be a save/load feature	You will be able to save and load game progress	There are options for saving or loading game progress	Pass	Duc Vu
1.29	Functional	There will be a mini game	You will be able to access the mini game at will. Successful completion grants bonus points	There is a minigame. Completing the game grants points	Pass	Duc Vu
1.30	Functional	There will be crew a crew member	You will receive a crew member upgrade upon defeating a boss	Crew member upgrade received upon victory against boss	Pass	Duc Vu
1.31	Functional	There will be sea monsters	Sea monsters will spawn randomly and chase the player. Damage dealt upon collision	There are random sea monsters chasing and dealing damage to player	Pass	Duc Vu

