

## Testing material

When the test is failed, it will be labeled Fail and be highlighted by red color; if the test passes, it will be labeled Pass and by green color. The related requirement is based on the updated requirement file

(link:<https://theshutupman.github.io/Team-iPatch/Assessment-2/Req2.pdf> )

Test ID	Test Description	Related Requirement	Expected Result	Result (Pass/Fail)	Evidence
1	We will use the w, a, s, d key to control ship movement.	1.a	W will cause the player to accelerate, a will cause them to turn left, d will cause them to turn right and s will slow the player down.	Pass	<a href="#">1a</a> and <a href="#">1b</a>
2	The player will shoot enemy ships (using spacebar) until they are destroyed and the college until runs out of HP and collapses.	2.b	The player will shoot the enemy (college) when he/she press the spacebar and when the enemy college's hp is reduced to 0, it will despawn. The same applies to enemy ships.	Pass	<a href="#">Attack.gif</a>
3	We will run a test client containing the three colleges and the player will shoot all three of them and be shot by them until they despawn.	11	Colleges shoot bullets that damage the player, when their health is depleted by the player they will despawn.	Pass	<a href="#">Be attacked.gif</a>
4	The player's health points will decrease when being shot and will die (back to the main menu) when hp drop to 0.	8a,8b,1c	When the player is shot by the enemy, it's hp will decrease. When hp reduced to 0, the game will end and the player will see the game over page.	Pass	<a href="#">Be attacked.gif</a> and <a href="#">game over</a>
5	The player will get points when they defeat college and enemies.	6.c	The player's points will increase when an enemy is defeated.	Pass	<a href="#">Attack.gif</a>
6	The player will press the button assigned to pause.	5.a	Upon pressing the pause key the game state will freeze and then resume	Fail	

7.	When the game is loaded the player will be greeted with a start menu and then they will press the start button to begin playing.		When the player presses the start button the appManager will start the game.	Pass	<a href="#">Test 7</a>
8	The UI should display health, gold, and points on the screen of the player ( on the top left corner of the screen).	3	A table of all the statistics information about the player's health, gold, the point will be displayed on the top left-hand side of the screen.	Pass	<a href="#">UI</a>
9	The player will lose some health then go to a Biology department and buy a health upgrade and a health restore.	11	When the player clicks the health upgrade their max health will be increased by 100 and their health pool will be restored by 100, still leaving the amount before missing and the player will lose 50 gold. When the player then buys the heal their health pool will heal to the max and they will lose 20 gold. After use the upgrade will be unavailable and the heal will still be available.	pass	<a href="#">Bio department</a>
10	The player will enter a computer science department and buy a shot piercing upgrade and buy a health upgrade and a health restore.	11	When the player clicks the health upgrade their shots will become piercing and the player will lose 50 gold. When the player then buys the heal their health pool will heal to the max and they will lose 20 gold. After use, the upgrade will be unavailable and the heal will still be available.	pass	<a href="#">Cs department</a>