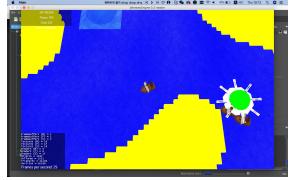


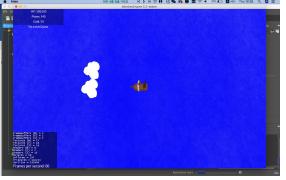
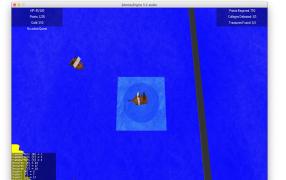
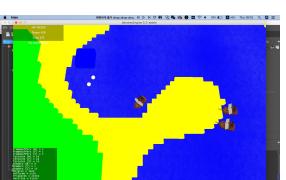
Testing material

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](#).

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	
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	
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	Be attacked.gif
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	Be attacked.gif and game over
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	Attack.gif

6	The enemy will not move when the player is in the department.	5.a	When the player has been into the department, all the enemy ship will freeze.	Pass	
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	Test 7
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	UI
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	Bio department
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	Pass	Cs department

			unavailable and the heal will still be available.		
Additional changes from assessment 3					
11	There must be 5 colleges that the player can attack and three departments in the game.	11	There are 5 colleges spawned and the player can capture them.	Pass	
12	The level must be finite and have defined edges (walls around edges to prevent player from leaving)	13	If the player hits one of those wall they can't go through it and they remain inside the map	Pass	
13	During gameplay the player can encounter bad weather (bad weather hurts the player in exchange for cash)	14	The player is slowly damaged and slowly gains gold	Pass	
14	The game has an objective that is not achievable at the start of the game	15b	When holding J you have an objectives menu to finish before you win	Pass	
Additional testing for assessment 4					
15	There must be a minigame separate from the main game that the user can play	17.a 17.d	When you click the button in the menu you are taken to the minigame	Pass	

					
16	There are whirlpools distributed throughout the map	18	The player can encounter whirlpools on the map, which they are sucked into and teleported elsewhere when they get too close	Pass	 
17	Each time defeating a enemy college, shot count for every crew member will increase.	16	Each time the player defeat an enemy college, the shot count will increase.	Pass	 
18	A menu for the player to start the game.	c1	When the player open the game, there will be a menu screen for the player to interact with.	Pass	
19	When the player defeated all the 5 colleges and finished the quest, it should tell the player that he/she wins.	15	A "you win" screen will show when the player finish all the task.	Pass	
20	If the player does not finish the task and his/her HP has reduced to 0, it should tell the player that he/she lose the game.	15	A "Game over" screen will show when the player's HP has reduced to 0 and does not finish all the task.	Pass	

21	Several treasure will be in the map for the player to collect, each time the player can get 50 gold.	7	When the player encounter with a small wooden box, he/she will be able to collect 50 gold.	Pass	