

	Requirement ID	Requirement Description	Test ID	Test Description	Test Actions	Test Status	Requirement Coverage	Comments
	Req_01	Obstacles / Weather	Test_01	The waves should collide and do damage to the player when hit by one	Spawn in the game and stay still until a wave spawns. Note if damage is taken or not.	Passed	Partial	Damage taken wave works, wave destroyed upon impact
			Test_02	Waves are stopped when hitting terrain	Spawn in the game and wait for waves to spawn near the home college. When a wave comes manuvre out of the way and note if the wave passes through the island.	Failed	Partial	This does not work due to issues with Tiled Map collision registering wrongly with the enemy wave object.
			Test_03	Bad weather randomly occurs	Spawn in the game and wait for the bad weather icon to occur in the top right corner of the screen to signify bad weather event	Passed	Partial	Icon appears and dissapears with bad weather
			Test_04	Bad weather obstructs the players view and increases wave spawn rate noticably	Spawn in the game and sail around for a prolonged amount of time until bad weather occurs. If no bad weather within 2 minutes test fails.	Passed	Partial	Bad weather caused screen to go dark
	Req_02	Combat with other ships	Test_01	Enemy Ships will actively path to the player and engage in combat by shooting at the player	Spawn in the game and follow make your way to Alcuin College (Far Right from spawn) circle the lower right hand side of the island. Note if the enemy ship notices the player and engages combat.	Passed	Partial	Enemy ships will fight with the player until player is killed or enemy ship is destroyed.
			Test_02	Enemy ships can be shot at and destroyed when their health bar reaches zero, this should reward the player with loot	Engage in combat with an enemy ship until it is defeated, note if there is an increase in the loot visual indicator once the ship is defeated.	Passed	Partial	Ship was destroyed and player was awarded 4 loot.
	Req_03	Enemy Colleges	Test_01	There is 3 enemy colleges spawned visually around the map.	Follow the objective indictor located around the player on the screen and note that each college is visible.	Passed	Partial	Colleges visible
			Test_02	Player can take damage and deal damage to enemy colleges and capture them upon destruction	Make your way to the an enemy college and begin shooting at it until health is zero. Note if college deals damage to player and if changes colour upon destruction.	Passed	Partial	Colleges clearly indicate when they are captured and can deal damage to the player.
	Req_04	Points / Gold accumulation	Test_01	Points and loot are seen by the visual indicator	Once spawned in the points and loot are visible via the HUD on the right side of the screen	Passed	Partial	N/A
			Test_02	Points and loot increase when sailing and destroying colleges	Take note of points increase when sailing and destroying a college	Passed	Partial	Loot only increases on college or boat destruction
	Req_05	Game Objectives	Test_01	The game objectives are displayed clearly to the player and change as the game progresses	Play the game from start to finish noting the objectives being dynamic and informing the player throughout the game of their next step	Passed	Full	Gamescreen adapts to the players current position in the game
	Req_06	In game shop	Test_01	The player can access the shop via the menu or presses the "P" key	When spawned in the game press the "P" key and exit and then enter the pause menu and enter the shop that way	Passed	Partial	Shop is accessible in both ways
			Test_02	Once the player has accumulated loot they can enter the shop and buy upgrades	Enter the shop with more than 10 loot and buy the speed upgrade	Passed	Partial	Speed upgrade is bought and cannot be bought again
			Test_03	When the upgrade is obtained is the upgrade noticable in game, eg. does the players move speed increase	Buy the speed upgrade and note a change in movespeed	Passed	Partial	Speed upgrade, makes the player faster.

			Test_04	Once the player has bought an upgrade it cannot be bought or applied again	Buy an upgrade and then attempt to buy it again	Passed	Partial	Upgrade can only be bought once
	Req_07	Powerups	Test_01	There is 5 types of powerup located around the map	Explore the map and note 5 different types of powerup	Passed	Partial	Powerups are spread evenly
			Test_02	Each powerup gives a noticeable boost to the players stats for a limited time	Collect each powerup and test its ability	Passed	Partial	Each powerup does as it is intended
			Test_03	Upon triggering a powerup a corresponding countdown appears detailing the length of the powerup left	Collect each powerup and test that its limited time corresponds with the countdown	Passed	Partial	Each powerup triggers a 10 second timer excluding the health one which just gives more health points
	Req_08	Difficulty Levels	Test_01	Before beginning a new game the player is made to choose between easy difficult or hard before beginning the game	Start a new game attempting to not choose a difficulty	Passed	Partial	Player is prompted to choose a difficulty before they can begin the game
			Test_02	Each difficulty has a difference in how hard it is to complete the game. The combat should be harder	When Hard mode selected is the player damage significantly less than easy? Is the college damage and firerate significantly higher?	Passed	Partial	Game scales proportionatly with difficulty
	Req_09	Save / Load Game	Test_01	The player can save their location in the game, exit and load back in at the same point	Start a new game and move to a different location, save via the menu and then attempt to load back in, noting if the player loads back in at the same point.	Passed	Partial	Player is loaded back in at the same position they left at.
			Test_02	The players current powerups save and the timers are saved to the correct time	Collect some powerups and then save and exit, note if the powerups are applied when loading back in and if the timings are correct	Passed	Partial	Players powerups are saved
			Test_03	The players objectives and loot are saved (Game progression)	Destroy a college, save the game and load back in noting that the objectives are the same as before	Passed	Partial	Players objectives are saved
			Test_04	Location of obstacles (waves) and enemy boats are saved	When a wave appears on the screen pause the game and save, exiting and loading back in. Note if the wave is still spawned as is the boats	Passed	Partial	Boats and waves are saved and loadable
			Test_05	Projectiles fired by colleges, boats and the player are all saved and loaded correctly	Begin combat with a college and save mid fight noteing any projectiles in play	Passed	Partial	Projectiles are saved and loaded