M4 Test Description

Ananya's 2 tests test to check that health decreases when the level is medium. The second test checks that that game over screen shows up when health is zero. Both of these are important since it checks that health gets updated appropriately and that the game stop when player runs out of health.

Noopur’s first two tests for M4 verify that the activate enemies button is present and working for the easy and medium level. Testing the functionality of this specific button is imperative to ensure that the enemies appear and can begin to traverse the path. Similarly, ensuring that the button works on multiple levels is important for the overall functionality and implementation of the game. Thus, Varshini’s first test also examines the activate enemies button, but for the hard level.

Ashley's Tests check the final health of the castle after all 10 enemies attack during the hard level. Completes this by checking that there is 60% displayed as the health value to the player. Additionally, the second test checks to see that the initial health displayed when playing on easy is 100%.

Shravani's 2 tests check the functionality of the two buttons on the gameOver Screen. The first of the two tests check that when clicking the restart game screen, a screen is still shown, proving that the welcome screen will appear. The second test shows that if the quit game button is clicked, no screen will show up, signifying that the application closed.

Varshini's second test checks that the health decrements by 10 when an enemy reaches the castle. This is tested through checking that by the time one enemy reaches the castle, the text "Health is 90%" is on the screen.