

ID	Description	Related Requirements/components	Catagory	Author	Input	Expected Result	Actual outcome	Pass/fail
1	Ammo Goes Down	Gameplay	Automatic	Lilly	Run the player's shoot function with full ammo	The ammo count goes down by one	The ammo count goes down by one	Pass
2	No ammo shoot	Gameplay	Automatic	Lilly	Run the player's shoot function with full ammo	Ammo counter stays at 0	Ammo counter stays at 0	Pass
3	Quest Complete	Gameplay	Automatic	Lilly	Place player ship on a chest objective and check if the quest is complete	questComplete returns true	questComplete returns true	Pass
4	Damage with dying	Gameplay	Automatic	Lilly	Player Takes 1 damage whist at 1 health	Pirate.isAlive() returns false	Pirate.isAlive() returns false	Pass
5	Damage with negative	Gameplay	Automatic	Lilly	player takes 2 damage whilst at 1 health	Pirate.isAlive() returns false	Pirate.isAlive() returns false	Pass
6	Damage without dying	Gameplay	Automatic	Lilly	player Takes 1 damage whist at 2 health	Pirate.isAlive() returns true	Pirate.isAlive() returns true	Pass
7	Immunity damage	Gameplay	Automatic	Lilly	the player is damage whilst immunity is toggled	no damage is taken	no damage is taken	Pass
8	Double plunder	Gameplay	Automatic	Lilly	100 plunder is added to the player whilst double plunder is toggled	the player now has 200 plunder	the player now has 200 plunder	Pass