

This document was intended to track all intergration tests carried out on our game.

Passed Test The code currently passes this test
 Failed Test A failed test needs to be addressed

Test	Test Description	Expected Result	Actual Result
1.01	Aircraft spawn with airports as their destination.	Aircraft have a chance of generating with an airport as their destination waypoint.	Aircraft will spawn occasionally with their exit waypoint being the airport. As with other exit points, this cannot be changed in Plan mode.
1.02	Aircraft spawn with airports as their origin.	Aircraft have a chance of generating with an airport as their origin waypoint.	Aircraft will spawn occasionally with their entry waypoint being the airport.
1.03	Aircraft can be ordered to land when over an airport that is a part of their flight path.	Aircraft can be ordered to land when over an airport if the airport is the next waypoint of their flight path, by clicking the button in the sidebar.	When an aircraft is requesting to land at an airport, the user can click on the navigator mode of the sidebar and click the "Land" button.
1.04	Aircraft can be ordered to take off when stationary at an airport.	Aircraft that have generated to start at airports can be ordered to take off by clicking on the button in the sidebar.	When an aircraft's entry waypoint is the airport, the aircraft will remain stationary until the user clicks the "Take-Off" button on the navigation mode of the sidebar.
2.01	A score is displayed on the user interface.	The main game screen displays the score at the top of the sidebar.	The top left of the sidebar displays the user's current score underneath the timer.
2.02	The score increments over time.	Each period of time will increase the score by a number of points depending on the difficulty.	Each time the game updates the score increases by a number of points per unit time, the number of points is determind by the difficulty.
2.03	The score increments when an aircraft reaches it's destination.	Each time an aircraft completes it's flight path the score increases depending on the difficulty.	Whenever an aircraft reaches it's designated exit waypoint the score increases by an amount determined by the difficulty.
3.01	The game exits when the "Ecape" key is pressed.	When the "Escape" key is pressed and the user is in a game, they will be returned to the main menu screen.	When "Escape" is pressed on the select difficulty or main game screens the user will be returned to the main menu.
3.02	The maximum number of aircraft in the airspace is now 10.	The maximum number of aircraft in the airspace at any one point in time is 10.	At no point was there more than 10 aircraft present in the airspace.
4.01	Aircraft will follow their flight paths.	Upon reaching the next waypoint in their flight path, planes will turn towards the following one and fly towards that.	Planes would turn towards their next waypoint, but regardless of the difference of angles between the plane's previous heading and the heading towards the new waypoint, the plane would always turn clockwise.
4.02	Aircraft will turn sensibly to their next waypoint when following their path	When turning to the next waypoint, aircraft will turn in the direction of the waypoint.	Planes turn the sensible direction towards the next waypoint, minimising the amount they turn.