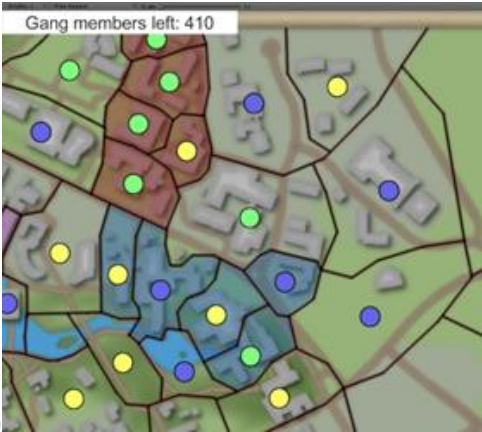









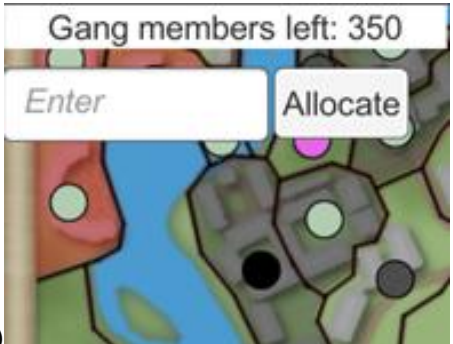




Test ID	Test Description	Result	If fail: Additional Notes	If fail test rerun: Result	Evidence ID (Appendix)
G1	<p>Camera moves based on the mouse position and stops at the edges of the map. First, the mouse is placed at the top of the screen until the camera moves to the edge of the map. The mouse is then placed on the left side of the screen, followed by the bottom and then right.</p> <p><i>Result: The camera should move towards the side of the screen the mouse cursor is placed. When the camera reaches the edge of the map, the movement towards that direction should stop.</i></p>	Pass			GE 1
G2	<p>While in the allocation phase, a sector owned by the current player is clicked.</p> <p><i>Result: The allocation input field and allocation button in the top left of the screen.</i></p>	Pass			GE 2
G3	<p>Click on a current-player-owned sector during the allocation phase. Then enter 10 into the input box and click Allocate.</p> <p><i>Result: The gang members left label should decrease it's count by 10 and the input field &amp; button should disappear.</i></p>	Pass			GE 3
G4	<p>During the allocation phase, a non-current-player-owned sector is left-clicked.</p> <p><i>Result: the allocation input field and allocate button should remain hidden.</i></p>	Pass			GE 4
G5	<p>During the allocation phase, a current-player-owned sector is left-clicked. Then, the right-mouse button is clicked.</p> <p><i>Result: The Allocation menu is hidden, and the clicked sector stops being highlighted.</i></p>	Pass			GE 5
G6	<p>During the allocation phase, a current-player-owned sector is clicked. Then the allocate button is left-clicked, without inputting a value into the allocation input field.</p> <p><i>Result: Nothing should happen. Gang members left should stay</i></p>	Pass			GE 6

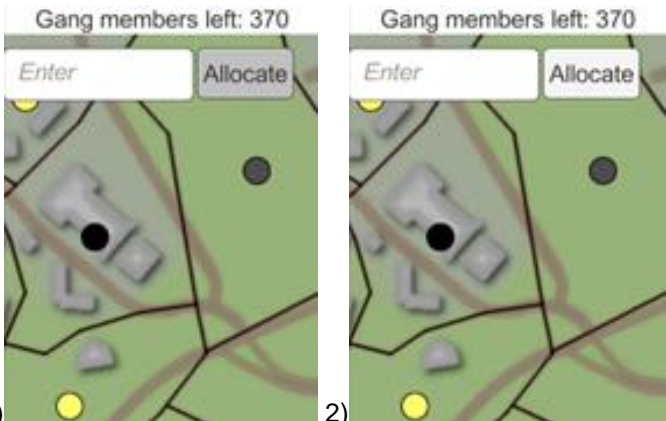
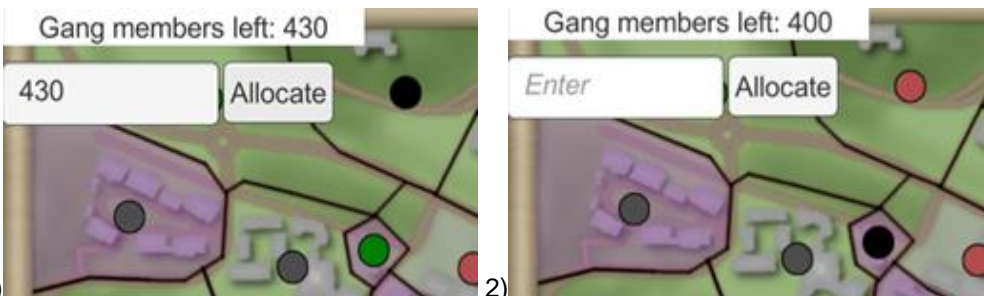
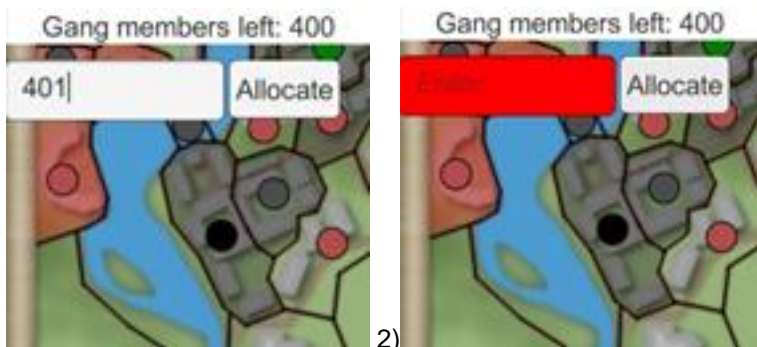

	<i>the same and the menu should stay shown.</i>				
G7	During the allocation phase, a current-player-owned sector is clicked. Then, a value equal to the gang members left is inputted into the allocation input field. The allocate button is then clicked. <i>Result: the next player's gang members left value should be shown and the player should now be able to allocate their gang members.</i>	Pass			GE 7
G8	During the allocation phase, a current-player-owned sector is clicked. Then, a value 1 larger than the gang members left value is entered into the input field and the allocate button is pressed. <i>Result: the input field should flash red and no gang members should be allocated.</i>	Fail	The input field does not return to white after turning red.		GE 8
G9	During the allocation phase, a current-player-owned sector is clicked. Then, a value of -1 is entered into the input field and the allocate button is pressed. <i>Result: the input field should flash red and no gang members should be allocated.</i>	Fail	The input field does not return to white after turning red.		GE 9
G10	During the attack phase, click a current-player-owned sector. <i>Result: The sector should turn black and all adjacent enemy sectors should turn red.</i>	Pass			GE 10
G11	During the movement phase, click a current-player-owned sector. <i>Result: The sector should turn black and all adjacent current-player-owned sectors should turn white.</i>	Pass			GE 11
G12	During the attack phase, click a current-player-owned sector, then click on an adjacent enemy owned sector. <i>Result: The slider minigame should be shown on the screen.</i>	Pass			GE 12
G13	During the attack phase, click a current-player-owned sector, then click on an adjacent enemy owned sector. This shows the slider minigame. When this occurs, click	Pass			GE 13

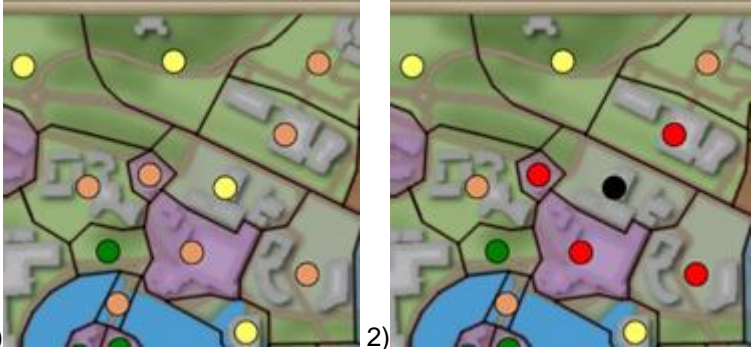
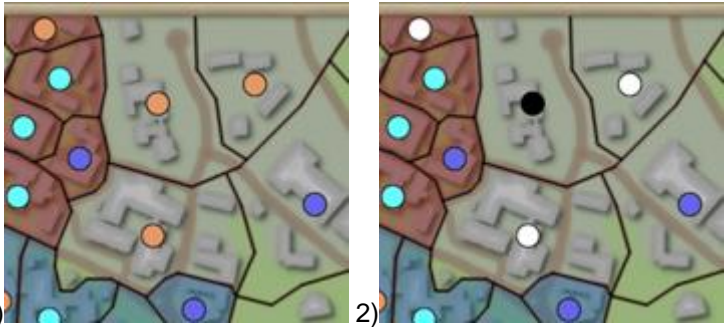

	<p>the slider's stop button. Click the stop button again, to end the defender's turn.</p> <p><i>Result: The slider minigame should become hidden, and the main game should be shown.</i></p>				
--	--	--	--	--	--

Evidence ID	Evidence of Testing
GE 1	<div>     </div> <p>1) 2) 3) 4)</p> <p><b>Screenshots showing the camera being moved around the game.</b> 1) shows the camera stopping at the top boundary of the map, 2) shows the camera stopping at the left of the map and 3) &amp; 4) show the camera stopped at the bottom/right of the map.</p>
GE 2	<div>   </div> <p>1) 2)</p> <p><b>Screenshots showing the GUI before and after a current player owned sector is clicked during the allocation phase.</b> 1) shows the GUI before, and 2) shows the GUI</p>

	after the sector is clicked.
GE 3	<div>    </div> <p>1) 2) 3)</p> <p><b>Screenshots showing the allocation GUI correctly functioning.</b> 1) shows the GUI before inputting any values, 2) shows 10 being entered into the input field and 3) shows the GUI after the allocate button is clicked. Also, gang members left has decreased from 390 to 380.</p>
GE 4	<div>   </div> <p>1) 2)</p> <p><b>Screenshots showing that the GUI does not show when clicking an invalid sector during the allocation phase.</b> 1) shows the GUI when a non-player owned sector is clicked, 2) shows the GUI when a player owned sector is then clicked.</p>
GE 5	<div>   </div> <p>1) 2)</p> <p><b>Screenshots showing the allocation GUI being hidden when the player deselects a sector.</b> 1) shows the GUI before the right-mouse button is clicked, and 2) shows the GUI afterwards.</p>



GE 6	<div data-bbox="541 203 1209 622">  </div> <p>1) 2)</p> <p><b>Screenshots displaying the GUI when no value is entered into the allocation input field and the allocate button is clicked. 1) shows the GUI just before clicking the allocate button, 2) shows the GUI after the button was clicked.</b></p>
GE 7	<div data-bbox="381 743 1369 1037">  </div> <p>1) 2)</p> <p><b>Screenshots showing the next player using the allocation GUI after the first player's gang members have been allocated. 1) shows player1 (red) allocating all of their gang members, 2) shows player2 (green) now being able to allocate units.</b></p>
GE 8	<div data-bbox="497 1158 1257 1503">  </div> <p>1) 2)</p> <p><b>Screenshots demonstrating what happens to the GUI when number greater than the number of gang members left is inputted. 1) shows 401 being entered into the input field. 2) shows the GUI turning red, however, this does not return to white.</b></p>
GE 9	<div data-bbox="381 1624 1369 1899">  </div> <p>1) 2) 3)</p> <p><b>Screenshots displaying what happens to the GUI when a negative is inputted into the allocation box. 1) shows -1 being entered into the input field. 2) shows the GUI turning red. 3) shows the GUI approximately 10 seconds after screenshot 2).</b></p>

GE 10	<div data-bbox="499 208 1254 555">  </div> <p data-bbox="360 562 1369 651"><b>Screenshots showing the highlighting of valid attack moves for the selected sector.</b> 1) shows the game before the sector has been clicked and 2) shows the GUI after, where the sector and adjacent enemy sectors have been highlighted.</p>
GE 11	<div data-bbox="512 678 1240 1003">  </div> <p data-bbox="351 1010 1378 1126"><b>Screenshots showing the highlighting of valid movement moves for the selected sector.</b> 1) shows the game before the sector has been clicked and 2) shows the GUI after, where the clicked sector turns black, and the adjacent player-owned sectors turn white.</p>
GE 12	<div data-bbox="399 1153 1358 1608">  </div> <p data-bbox="373 1585 395 1615">1)</p>

	<div data-bbox="394 208 1358 656" data-label="Image"> </div> <p>2)</p> <p><b>Screenshots evidencing that when a sector is attacked, the slider minigame is shown.</b> 1) shows the game just before one of the valid attack moves is initiated, and 2) shows the slider game being shown on screen.</p>
GE 13	<div data-bbox="418 786 857 1211" data-label="Image"> </div> <p>1)</p> <div data-bbox="885 786 1334 1211" data-label="Image"> </div> <p>2)</p> <p><b>Screenshots show the slider gaming being hidden once complete.</b> The first screenshot shows the game's GUI just after starting an attack, and 2) shows the GUI immediately after clicking the stop button for the second time.</p>