TEST PLAN

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6G4Z1011 Programming
Extreme Fishing!

Test Plan

This testing table below are the tests and results which I carried out while designing my game and programming it.

Test ID	Expected Result	Actual Result	Pass	Fail	Action
1	Boat move left	Boat moves left	☒	☐	N/A
2	Fish to be hit with hook	Fish aren't hit by hook	☐	☒	Need to increase size of collision so they are hit with hook
3	Hook to stop at bottom of screen	Hook continues to go off the bottom of the screen	☐	☒	Need to implement an if statement, for if the hook goes to the bottom of the screen
4	Boat move right	Boat moves right	☒	☐	N/A
5	When all fish are hit send to game over screen	Doesn't send to game over screen	☐	☒	Implemented a counter to increase when fish are hit and when counter reaches number of fish set game mode to game over
6	Restart game with the same letters as game over and won screens	Doesn't Do Anything	☐	☒	Changed the letter to restart the game to a different letter
7	Game over and reset game, score resets too	Score stays the same	☐	☒	Set the score counter to 0 when game is over by calling setup method
8	Display Fish Counter Score with text Score:	Displays Score: with the fish hit	☒	☐	N/A
9	Starting Screen appears when application is launched	No screen appears	☐	☒	Start was spelt with a capital where I have referenced it without one, changed and works fine
10	When x or X is pressed exit application on won game screen	Application exits when x or X is pressed on game won screen	☒	☐	N/A
11	When z or Z is pressed reset the game to starting screen	Restarts the game when z or Z is pressed to starting screen	☒	☐	N/A
12	Hook stops at the bottom of the screen	Hook stops at the bottom of the screen	☒	☐	N/A
13	Sharks move randomly and stay on the screen	Sharks move randomly but sometimes appear of the left of the screen	☐	☒	Implement an if statement for the x to be bigger than 0 so sharks stay on the screen
14	Game resets and so does score	Score resets and so does game	☒	☐	N/A

15	Boat moves and doesn't affect anything	Boat moves and affects score because of the hook being drawn still	☐	☒	Boat moves and the hook is still being drawn so is affecting collision, implemented nulling the hook when the boat is moving and when the boat is stopped re- creates the hook