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| **Battleship** | | | | |
| **Test Description** | **Test Case** | **Input Output** | **Expected Output** | **Actual Output** |
| Move and attack each other | 1. Us move  2. Them move  3. us attack them  4. them attack us | Name: Constitution  move (2, 2) -> Location: (1, 1)  Align: us  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name: BoatyMcBoatFace  move (4, 2) -> Location: (3, 1)  Align: Them  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10 | Name Constitution  Type Battle ship  Health: 80  Location: (1 ,1)  Torpedoes : 9  Name BoatyMcBoatFace  Type Battle ship  Health: 80  Location: (3 ,1)  Torpedoes : 9 | Name Constitution  Type Battle ship  Health: 80  Location: (1 ,1)  Torpedoes : 9  Name BoatyMcBoatFace  Type Battle ship  Health: 80  Location: (3 ,1)  Torpedoes : 9 |
| Move out of range and attack each other | 1. Us move  2. Them move  3. us attack them  4. them attack us | Name 1000Falcon  Move (1, 1) -> Location: (2 ,2)  Align: us  Type Battle ship  Health: 100  Range:10  Attack Power: 20  Torpedoes: 10  Name DocMcStuffings  Type Battle ship  Move (13, 2) -> Location: (12 ,1)  Align: Them  Health: 100  Range:10  Attack Power: 20  Torpedoes: 10 | Name 1000Falcon  Type Battle ship  Health: 100  Location: (2 ,2)  Torpedoes: 10  Name DocMcStuffings  Type Battle ship  Health: 100  Location: (12 ,1)  Torpedoes: 10 | Name 1000Falcon  Type Battle ship  Health: 100  Location: (2 ,2)  Torpedoes: 10  Name DocMcStuffings  Type Battle ship  Health: 100  Location: (12 ,1)  Torpedoes: 10 |
| BoatyMcBoatFace attack Titanic, Titanic attack allies and chaotic (cannot attack your allies and chaotic). | 1. Chaotic attack us  2. us attack Chaotic  3. us attack us | Name Titanic  Type Battle ship  Align: us  Health: 100  Location: (6 ,4)  Torpedoes: 10  Name BoatyMcBoatFace  Align: chaotic  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 10  Name 1000Falcon X2  Align: us  Type Battle ship  Health: 100  Location: (2 , 2)  Torpedoes: 10 | Name Titanic  Type Battle ship  Health: 80  Location: (6 ,4)  Torpedoes: 10  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 9  Name 1000Falcon X2  Type Battle ship  Health: 100  Location: (2 , 2)  Torpedoes: 10 | Name Titanic  Type Battle ship  Health: 80  Location: (6 ,4)  Torpedoes: 10  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 9  Name 1000Falcon X2  Type Battle ship  Health: 100  Location: (2 , 2)  Torpedoes: 10 |
| BoatyMcBoatFace use all Torpedoes on Titanic & 1000 Falcon X2 and the first shot on next ship does 10 dmg. | 1. Chaotic attack us  (until us is dead)  2. Chaotic attack them until dead  3. Chaotic attack us | Name Titanic  Align: us  Type Battle ship  Health: 100  Location: (6 ,4)  Torpedoes: 10  Name 1000 Falcon X2  Align: us  Type Battle ship  Health: 100  Location: (2 ,2)  Torpedoes: 10  Name BoatyMcBoatFace  Align: chaotic  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 10  Name 1000 Falcon X3  Align: us  Type Battle ship  Health: 10  Location: (4 ,2)  Torpedoes: 10 | Name Titanic  Type Battle ship  Health: 0  Location: (6 ,4)  Torpedoes: 10  Name 1000 Falcon X2  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 0  Name 1000 Falcon X3  Type Battle ship  Health: 90  Location: (4 ,2)  Torpedoes: 10 | Name Titanic  Type Battle ship  Health: 0  Location: (6 ,4)  Torpedoes: 10  Name 1000 Falcon X2  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 0  Name 1000 Falcon X3  Type Battle ship  Health: 90  Location: (4 ,2)  Torpedoes: 10 |
| Dead Ship can not move or attack | 1. them attack us  (until us is dead)  2. us attack them  3. us move | Name Titanic  Align: us  Type Battle ship  Health: 100  Location: (6 ,4)  Torpedoes: 10  Name BoatyMcBoatFace  Align: them  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 10 | Name Titanic  Align: us  Type Battle ship  Health: 0  Location: (6 ,4)  Torpedoes: 10  Name BoatyMcBoatFace  Align: them  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 5 | Name Titanic  Align: us  Type Battle ship  Health: 0  Location: (6 ,4)  Torpedoes: 10  Name BoatyMcBoatFace  Align: them  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 5 |

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| **Cruiser** | | | | |
| **Test Description** | **Test Case** | **Input Output** | **Expected Output** | **Actual Output** |
| Move and attack each other | 1. Us move  2. Them move  3. us attack them  4. them attack us | Name: Constitution  move (2, 2) -> Location: (3, 4)  Align: us  Health: 50  Type Cruiser ship  Health: 50  Range:50  Attack: 5  Name: BoatyMcBoatFace  move (4, 2) -> Location: (5, 4)  Align: Them  Type Cruiser ship  Health: 50  Range: 50  Attack: 5 | Name Constitution  Type Cruiser ship  Health: 45  Location: (3 ,4)  Name BoatyMcBoatFace  Type Cruiser ship  Health: 45  Location: (5 ,4) | Name Constitution  Type Cruiser ship  Health: 45  Location: (3 ,4)  Name BoatyMcBoatFace  Type Cruiser ship  Health: 45  Location: (5 ,4) |
| Move out of range and attack each other | 1. Us move  2. Them move  3. us attack them  4. them attack us | Name: Constitution  move (2, 2) -> Location: (3, 4)  Align: us  Health: 50  Type Cruiser ship  Health: 50  Range:50  Attack: 5  Name: BoatyMcBoatFace  move (53, 2) -> Location: (53, 4)  Align: Them  Type Cruiser ship  Health: 50  Range: 50  Attack: 5 | Name 1000Falcon  Type Cruiser ship  Health: 50  Location: (3 ,4)  Name DocMcStuffings  Type Cruiser ship  Health: 50  Location: (54 ,4) | Name 1000Falcon  Type Cruiser ship  Health: 50  Location: (3 ,4)  Name DocMcStuffings  Type Cruiser ship  Health: 50  Location: (54 ,4) |
| BoatyMcBoatFace attack Titanic, Titanic attack allies and chaotic (cannot attack your allies and chaotic). | 1. Chaotic attack us  2. us attack Chaotic  3. us attack us | Name Titanic  Type Cruiser  Align: us  Health: 50  Location: (6 ,4)  Attack: 5    Name BoatyMcBoatFace  Align: chaotic  Type Cruiser  Health: 50  Location: (4 ,4)  Attack: 5  Name 1000Falcon X2  Align: us  Type Cruiser  Health: 50  Location: (2 , 2)  Attack: 5 | Name BoatyMcBoatFace  Type Cruiser ship  Health: 50  Location: (4 ,4)  Name Titanic  Type Cruiser ship  Health: 45  Location: (6 ,4)  Name 1000 Falcon X2  Type Cruiser ship  Health: 50  Location: (2 ,2) | Name BoatyMcBoatFace  Type Cruiser ship  Health: 50  Location: (4 ,4)  Name Titanic  Type Cruiser ship  Health: 45  Location: (6 ,4)  Name 1000 Falcon X2  Type Cruiser ship  Health: 50  Location: (2 ,2) |
| Dead Ship can not move or attack | 1. them attack us  (until us is dead)  2. us attack them  3. us move | Name Titanic  Align: us  Type Cruiser ship  Health: 50  Location: (6 ,4)  Attack: 5  Name BoatyMcBoatFace  Align: them  Type Cruiser ship  Health: 100  Location: (4 ,4)  Attack: 5 | Name Titanic  Type Cruiser ship  Health: 0  Location: (6 ,4)  Name 1000 Falcon X2  Type Cruiser ship  Health: 50  Location: (2 ,2) | Name Titanic  Type Cruiser ship  Health: 0  Location: (6 ,4)  Name 1000 Falcon X2  Type Cruiser ship  Health: 50  Location: (2 ,2) |

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| **Corvette** | | | | |
| **Test Description** | **Test Case** | **Input Output** | **Expected Output** | **Actual Output** |
| Move and attack each other | 1. Us move  2. Them move  3. us attack them | Name: Constitution  move (2, 2) -> Location: (7, 7)  Align: us  Health: 50  Type Corvette ship  Health: 20  Range:25  Name: BoatyMcBoatFace  move (4, 2) -> Location: (9, 7)  Align: Them  Type Corvette ship  Health: 20  Range: 25 | Name: Constitution  Location: (7, 7)  Align: us  Health: 50  Type Corvette ship  Health: 20  Range:25  Name: BoatyMcBoatFace  Location: (9, 7)  Align: us  Type Corvette ship  Health: 20  Range: 25 | Name: Constitution  Location: (7, 7)  Align: us  Health: 50  Type Corvette ship  Health: 20  Range:25  Name: BoatyMcBoatFace  Location: (9, 7)  Align: us  Type Corvette ship  Health: 20  Range: 25 |
| Move out of range and attack each other | 1. Us move  2. Them move  3. us attack them  4. them attack us | Name: Constitution  move (2, 2) -> Location: (7, 7)  Align: us  Health: 50  Type Corvette ship  Health: 20  Range:25  Name: BoatyMcBoatFace  move (28, 2) -> Location: (33, 7)  Align: Them  Type Corvette ship  Health: 20  Range: 25 | Name: Constitution  Location: (7, 7)  Align: us  Health: 50  Type Corvette ship  Health: 20  Range:25  Name: BoatyMcBoatFace  Location: (33, 7)  Align: Them  Type Corvette ship  Health: 20  Range: 25 | Name: Constitution  Location: (7, 7)  Align: us  Health: 50  Type Corvette ship  Health: 20  Range:25  Name: BoatyMcBoatFace  Location: (33, 7)  Align: Them  Type Corvette ship  Health: 20  Range: 25 |
| Titanic convert the BoatyMcBoatFace to us and BoatyMcBoatFace attack 1000 Falcon X2 (cannot attack your allies). | 1. them attack us  2. us attack them  (us has been converted to them) | Name Titanic  Type Corvette ship  Align: them  Health: 20  Location: (6 ,4)  Attack: Change Alignement    Name BoatyMcBoatFace  Align: us  Type Battle ship  Health: 100  Location: (4 ,4)  Attack: 20  Torpedoes: 10  Name 1000Falcon X2  Align: them  Type Cruiser  Health: 50  Location: (2 , 2)  Attack: 5 | Name 1000 Falcon X2  Type Cruiser ship  Health: 50  Location: (2 ,2)  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 10 | Name 1000 Falcon X2  Type Cruiser ship  Health: 50  Location: (2 ,2)  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 10 |
| Dead Ship can not move or attack | 1. them attack us  (until us is dead)  2. us attack them  3. us move | Name Titanic  Type Corvette ship  Align: them  Health: 20  Location: (6 ,4)  Attack: Change Alignment    Name BoatyMcBoatFace  Align: us  Type Battle ship  Health: 100  Location: (4 ,4)  Attack: 20  Torpedoes: 10 | Name Titanic  Type Corvette ship  Health : 0  Location : (6, 4)  Name BoatyMcBoatFace  Type Battle ship  Health : 100  Location : (4, 4)  Torpedoes : 9 | Name Titanic  Type Corvette ship  Health : 0  Location : (6, 4)  Name BoatyMcBoatFace  Type Battle ship  Health : 100  Location : (4, 4)  Torpedoes : 9 |

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| **Repair ship** | | | | |
| **Test Description** | **Test Case** | **Input Output** | **Expected Output** | **Actual Output** |
| Constitution kills BoatyMcBoatFace and 1000Falcon heals BoatyMcBoatFace | 1. us attack them  2. them repair them | Name: Constitution  Location: (2, 2)  Align: us  Type Battle ship  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name: BoatyMcBoatFace  Location: (4, 2)  Align: Them  Type Battle ship  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name 1000Falcon  Location: (3 ,2)  Align: them  Type Repair type  Health: 20  Range:25  Attack: Heal to max | Name BoatyMcBoatFace  Type Battle ship  Health: 0  Location: (4 ,2)  Torpedoes: 10  After repairing  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,2)  Torpedoes: 10 | Name BoatyMcBoatFace  Type Battle ship  Health: 0  Location: (4 ,2)  Torpedoes: 10  After repairing  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,2)  Torpedoes: 10 |
| Constitution kills BoatyMcBoatFace and 1000Falcon heals BoatyMcBoatFace but out of range | 1. us attack them  2. them repair them | Name: Constitution  Location: (2, 2)  Align: us  Type Battle ship  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name: BoatyMcBoatFace  Location: (4, 2)  Align: Them  Type Battle ship  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name 1000Falcon  Location: (30 ,2)  Align: them  Type Repair type  Health: 20  Range:25  Attack: Heal to max | Name BoatyMcBoatFace  Type Battle ship  Health: 0  Location: (4 ,2)  Torpedoes: 10  After repairing (out of range)  Name BoatyMcBoatFace  Type Battle ship  Health: 0  Location: (4 ,2)  Torpedoes: 10 | Name BoatyMcBoatFace  Type Battle ship  Health: 0  Location: (4 ,2)  Torpedoes: 10  After repairing (out of range)  Name BoatyMcBoatFace  Type Battle ship  Health: 0  Location: (4 ,2)  Torpedoes: 10 |
| BoatyMcBoatFace kills Constitution and 1000Falcon heals Constitution but can't heal enemy ship | 1. us attack them  2. them repair us | Name: Constitution  Location: (2, 2)  Align: us  Type Battle ship  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name: BoatyMcBoatFace  Location: (4, 2)  Align: Them  Type Battle ship  Health: 100  Range: 10  Attack Power: 20  Torpedoes: 10  Name 1000Falcon  Location: (30 ,2)  Align: them  Type Repair type  Health: 20  Range:25  Attack: Heal to max | Name Constitution  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10  After repairing (cant heal enemy ship)  Name Constitution  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10 | Name Constitution  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10  After repairing (cant heal enemy ship)  Name Constitution  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10 |
| Dead Ship can not move or attack | 1. them attack us  (until us is dead)  2. us repair us  3. us move | Name Constitution  Type Battle ship  Health: 100  Location: (2 ,2)  Torpedoes: 10  Name Titanic  Type Repair ship  Health: 20  Location: (6 ,4)  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 10 | Name Constitution  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10  Name Titanic  Type Repair ship  Health: 0  Location: (6 ,4)  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 9 | Name Constitution  Type Battle ship  Health: 0  Location: (2 ,2)  Torpedoes: 10  Name Titanic  Type Repair ship  Health: 0  Location: (6 ,4)  Name BoatyMcBoatFace  Type Battle ship  Health: 100  Location: (4 ,4)  Torpedoes: 9 |