

User Tests:

Test	Description	Requirement	Result
1. Visible labels	College names should be readable and clear throughout gameplay	FR_TEXT_LABELING FR_COLLEGE_DESIGN	Passed
2. Instructions	Instructions are displayed on screen at the beginning of the game		Passed
3. Objectives	Objectives can be completed and are updated as soon as they are	FR_OBJECTIVES_STRUCTURE FR_OBJECTIVES_ORDER FR_OBJECTIVES_UI	Passed
4. Game difficulty	The game should be more difficult/take longer to complete with high difficulty	FR_GAME_DIFFICULTY	Failed
5. Pause	The game can be paused and resumed		Passed
6. Save state	The game can be saved and reloaded	FR_SAVING NFR_SAVING	Failed
7. Reliability	Program should not crash during gameplay	NFR_CRASHES	Passed
8. World	The game should have a single map that remains constant	FR_CAM_POS FR_WORLD_GENERATION	Passed

		FR_WORLD	
9. Timing	The game can be completed within 5-10 minutes	NFR_TIMING	Passed
10. Lose game	The you lose screen is displayed if the player's health reaches 0	FR_LOSE_GAME	Passed
11. Win game	Once all objectives are completed the you win screen is displayed		Passed
12. Movement	The ship should move around the map using the WASD keys	FR_CONTROL_CHOICE	Passed
13. Earn gold	Gold is earned when a college or ship is defeated	FR_GOLD_COLLEGE_DEFEATED FR_XP_GOLD_EARNING	Passed
14. Earn points	Points are earned throughout the game	FR_POINT_EARNING	Passed
15. Player firing	Firing is controlled by the arrow keys	FR_SHIP_FIRE	Passed
16. Player health	Player health is decreased when they are hit and replenished over time		Passed
17. Enemy ship combat	Follows and attacks the player and can be defeated	FR_NPC_COMBAT	Passed - with glitches

18. College attack	Colleges shoot at the player when they come near	FR_COLLEGE_AI FR_COLLEGE_ATTACKS	Passed
19. College defeat	Colleges can be defeated	FR_COLLEGE_BATTLE	Passed
20. Weather	The players ship moves more slowly through areas of bad weather	FR_POINT_EARNING_WEATHER FR_BAD_WEATHER	Passed
21. Shop	A shop interface allows the user to buy upgrades	FR_SHOPPING	Passed
22. Power-ups	When power-ups are collected they give the relevant advantage for a limited time	FR_POWERUP	Failed