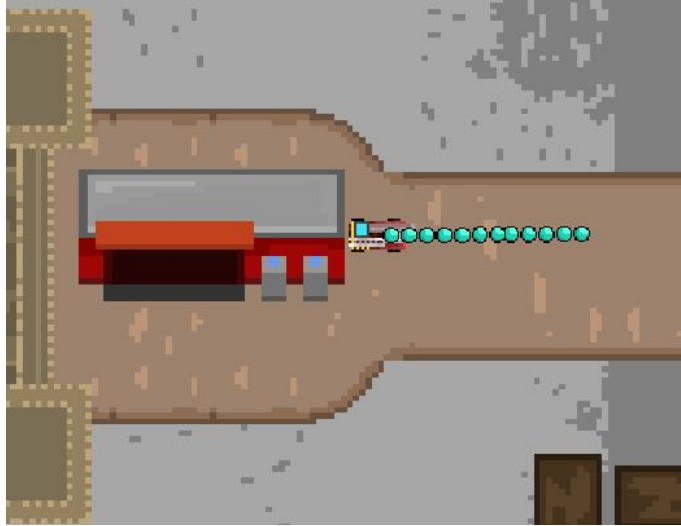


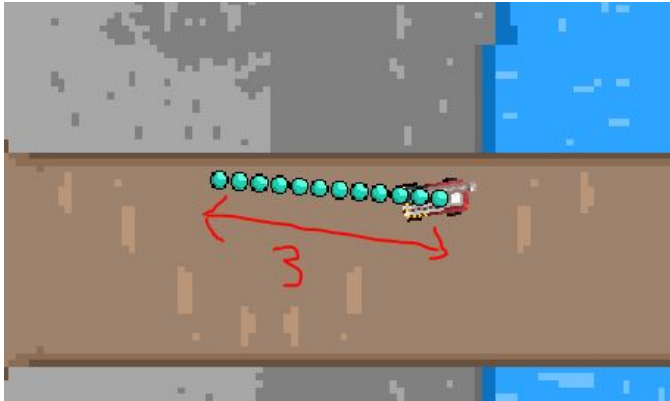
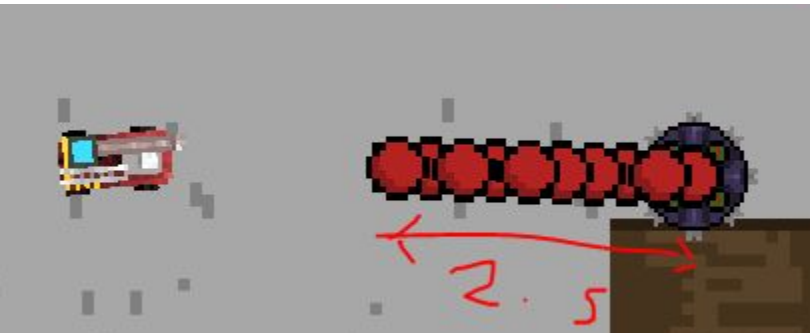

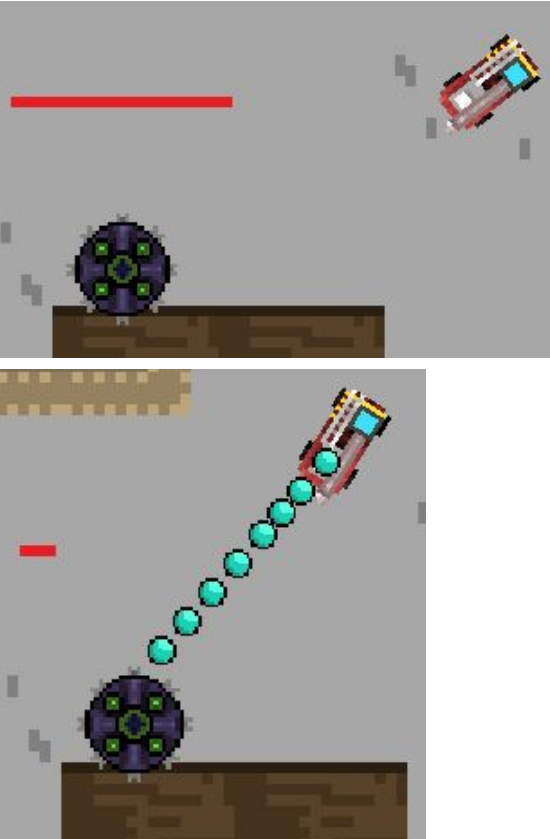




Black Box Tests

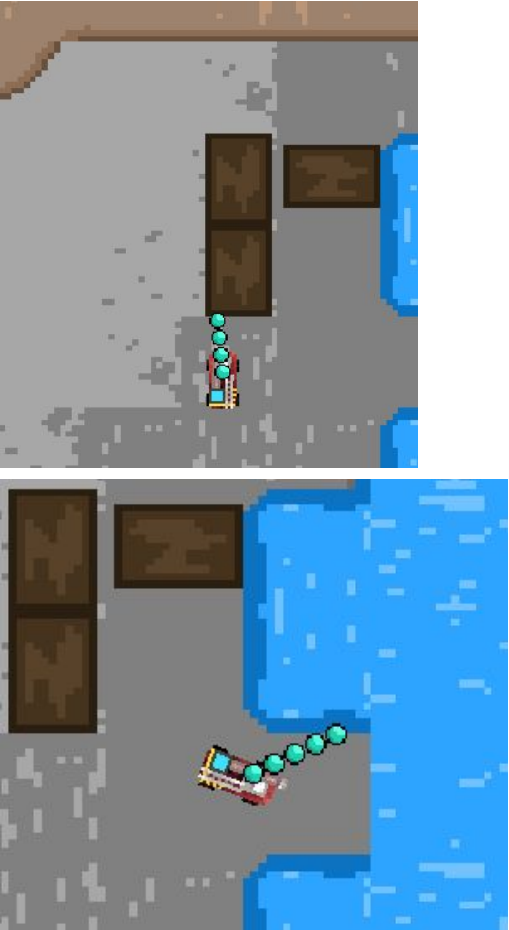
Test ID	Description	Expected result	Requirement	Pass /Fail	Evidence/ Comments
TC1	Press mouse buttons	<p>'Mouse Button' - Water projectile is spawned at position Fire Engine and moves in direction of mouse pointer</p> <p>Letting go of all buttons stops any activity</p>	FR_Attack FR_Input	Pass	 <p>Expected Result</p>
TC2	Press WASD keys	<p>'W' - Moves forward</p> <p>'A' - Rotates left</p> <p>'S' - Rotates right</p> <p>'D' - Moves back</p> <p>Letting go of button stops all movement</p>	FR_Move FR_Input NFR_Controls	Pass	



					 <p>Expected Result</p>
TC3	Leave water to not hit anything	Water continues in a straight trajectory and disappears after hitting its max range (3)	FR_Attack	Pass	


					 <p>Expected Result</p>
TC5	Leave Explosive Bullet to not hit anything	Explosive continues in a straight trajectory, after hitting its max range (2.5) it changes to explosive Spite and then Explosive Sprite disappears	FR_Attack	Pass	 <p>Expected Result</p>

TC9	Water hits any turret	Turret takes damage. Turret health bar shrinks.	FR_Attack	Pass	 <p>Expected Result</p>
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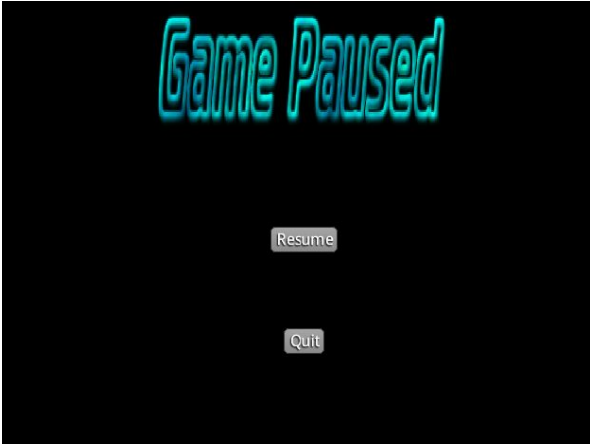

TC15	Fire engine drives into edge of map	Fire engine collides with edge and cannot move past	FR_Restricted	Pass	 <p>Expected Result</p>
TC16	Fire engine hits building or water	Fire engine collides with building/water and cannot move past	FR_Restricted	Pass	 <p>Expected Result</p>

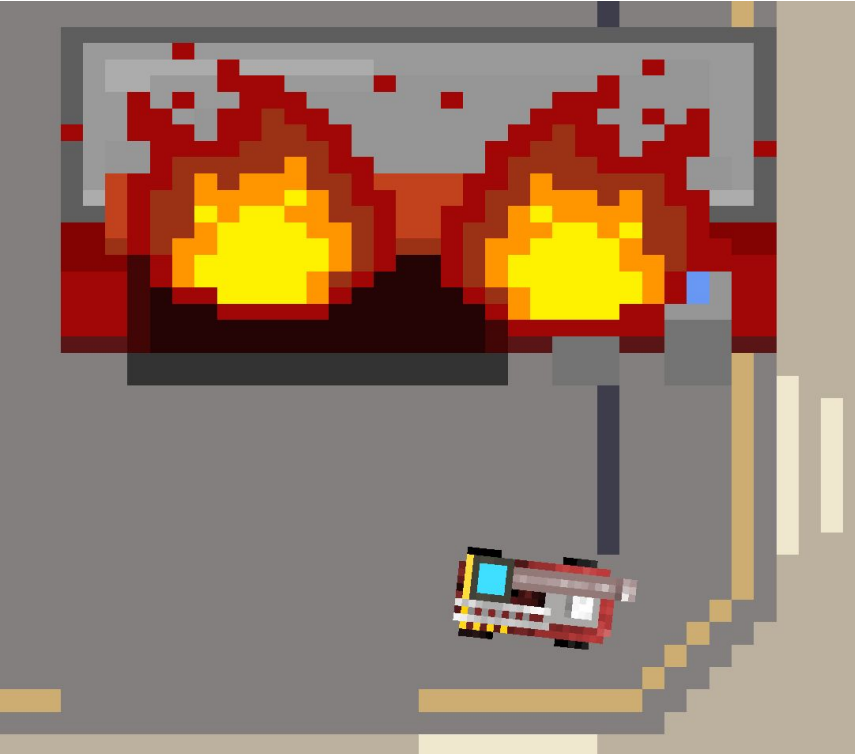
TC17	Any Projectile hits building or water	Projectile is destroyed upon contact with edge.	FR_Restricted	Pass	 <p>Expected Result</p>
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TC18	Fire engine hits fire station	Opens up 'Select Fire Engine' menu which allows you to click on Regular or Large Engine. Destroyed Fire Engines don't appear	FR_Change	Pass	  <p>Expected Result</p>
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TC19	Select fire engine	Changes Sprite to selected Engine. Refills health and water.	FR_Change	Pass	 <p>Expected Result</p>
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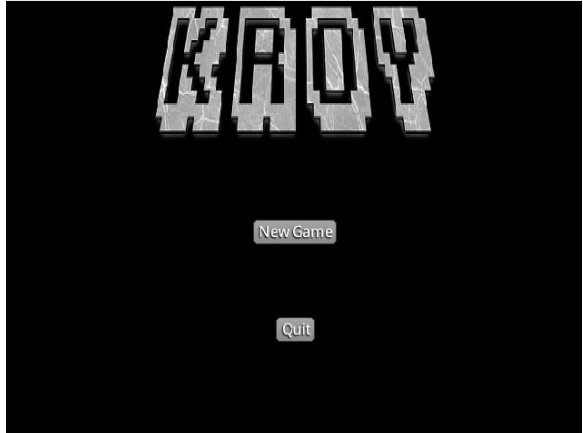
TC20	Fire Engine health hits 0	Fire Engine is removed. Fire Engine selection is brought up showing only remaining Fire Engines. If no more Fire Engines remain the Game Over Screen is shown	FR_Lose	Pass	  <p>Expected Result</p>
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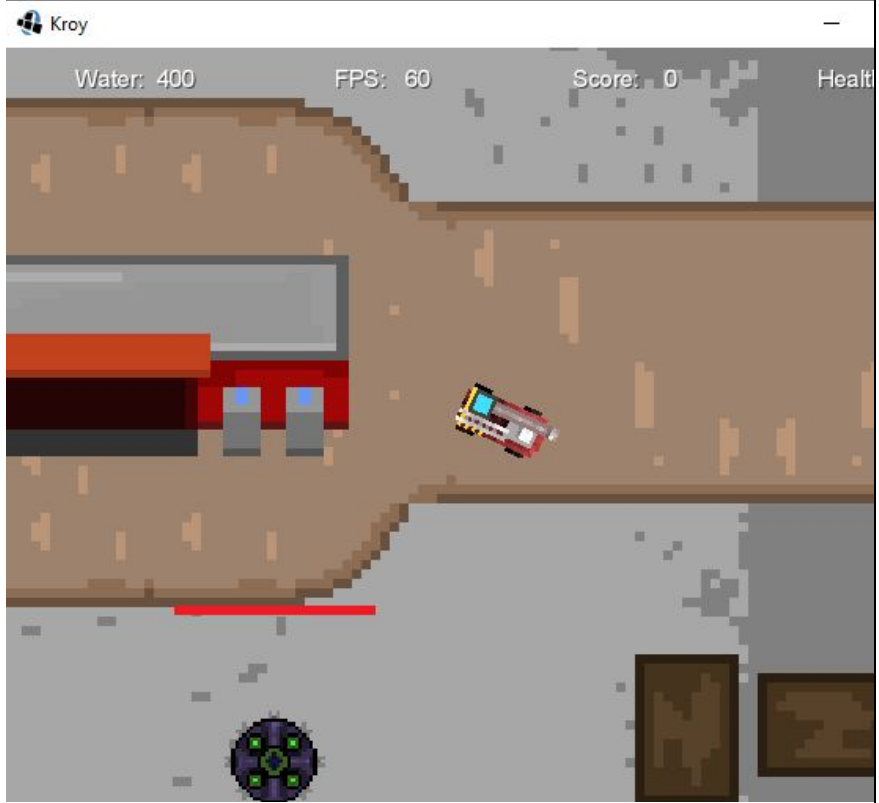
TC21	Press 'ESC' key	Game should pause, bring up the pause menu.	FR_Menu FR_Pause FR_Input	Pass	 <p>Expected Result</p>
TC22	Destroy all towers	Game win screen appears	FR_Win	Pass	 <p>Expected Result</p>
TC23	Destroy first tower and wait	Game should continue to run normally.. After 8	FR_Difficulty		Expected result


	8 minutes	minutes time Fire Station should be destroyed			
TC24	Spam all buttons	All buttons that perform actions should perform their actions	FR_Move	Pass	Expected result
TC25	Open game on different OS (Windows	No changes between operating systems	NFR_Operating	Partially Passed	Windows:

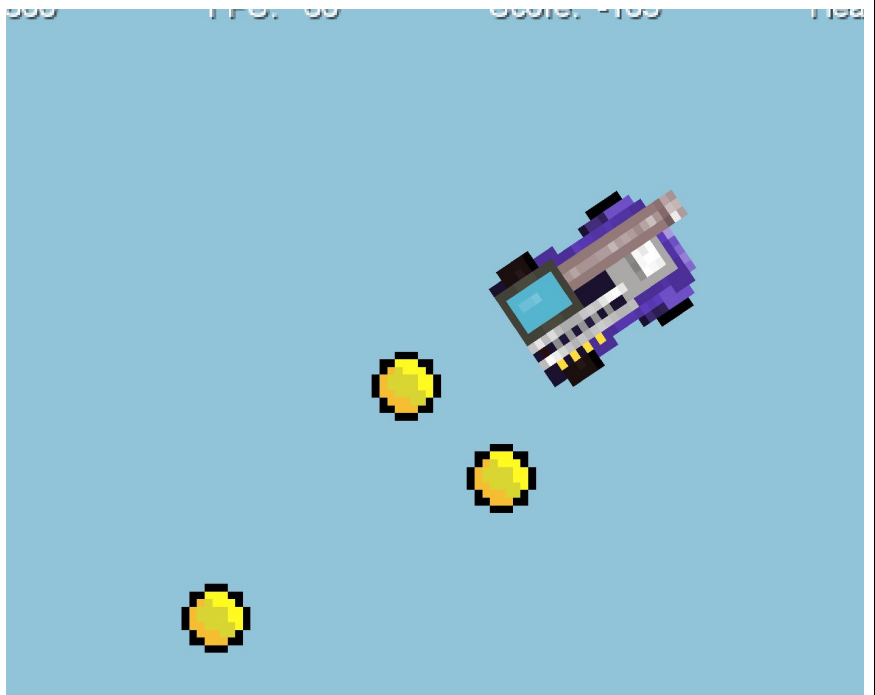
	, Linux, Mac)				<div data-bbox="1180 191 2049 805">A screenshot of a video game menu. The background is black. At the top, the text "Select Fire Engine" is displayed in a large, stylized, blue-outlined font. In the center, there is a button with a grey gradient and the text "Regular Fire Engine" in black. At the bottom, a Windows taskbar is visible with several icons.</div> <div data-bbox="1180 989 1254 1029">Linux:</div>
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					<div data-bbox="1180 191 2049 785"></div> <div data-bbox="1180 826 1877 861">Without a mac we can't fully test all operating systems</div>
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TC26	Pressing Mouse button after Water level hits 0	Using left mouse click no longer spawns water. Water level remains at 0 does not go into negatives	FR_Quit	Pass	 <p>Expected Result</p>
TC27	Open Game	Game should open on menu that allows them to quit or play the game	FR_Quit	Pass	

					Expected Result
TC28	Press x in the top right corner or press the quit button	Game should close, without any delay	FR_Input	Pass	Expected result
TC29	Test scores on destroying turret, getting hit and losing Fire Engine	<p>Gain 1000 points for destroying tower</p> <p>Lose score based on damage taken</p> <p>Lose 200 for destroyed Fire Engine</p>	FR_Score	Pass	 <p>The screenshot shows a game interface with a top status bar containing 'Water: 400', 'FPS: 60', 'Score: 0', and 'Health'. The main area depicts a brown, hilly landscape with a red fire engine on the right and a turret on the left. A red health bar is visible at the bottom center, and a circular object with green dots is at the bottom left.</p>

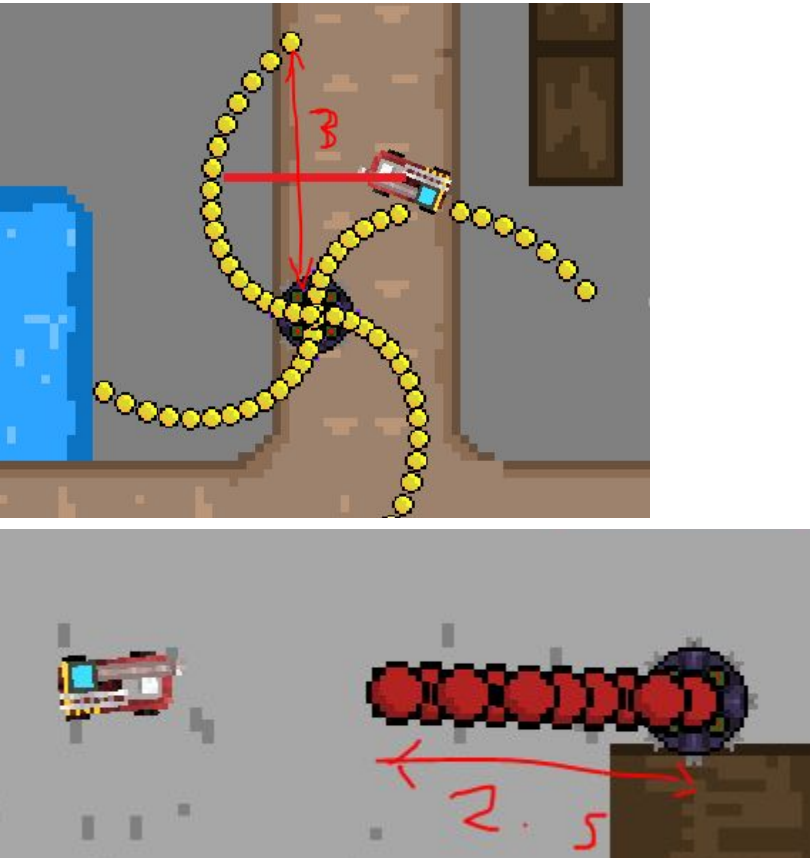
					<div>Expected Result</div>  <p>The screenshot shows a game interface for 'Kroy'. At the top, there's a title bar with the game name and a minus sign. Below it, a status bar displays 'Water: 0', 'FPS: 61', 'Score: 1000', and 'Health: 100'. The game area features a brown, pixelated shoreline with a red and black building. A small boat with a red and yellow body and a blue cabin is on the grey water. A dark brown door is on the right shore. The game is rendered in a pixel art style.</p>
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TC30	Test whether mini game is triggered when in sight of alien patrol	When in range of an alien patrol, the mini game should be triggered	FR_Minigame		 <p>Expected result</p>
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TC31	Test whether after 8 mins after the first fortress is destroyed , the fire station is destroyed	Once first fortress is destroyed, fire station is destroyed after 8 mins	FR_Destroy		
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Omitted Tests


Omitted as does not link to a requirement

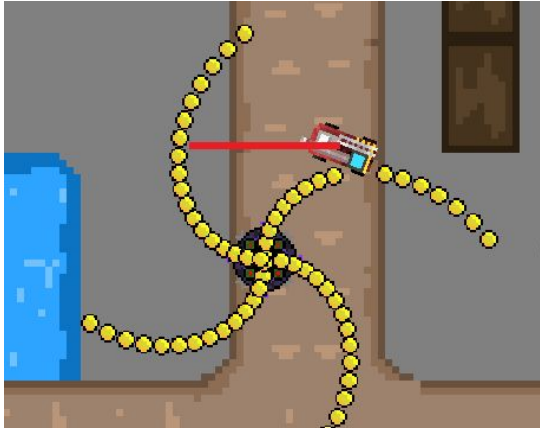

TC4	Leave Bullet to not hit anything	Bullet continues in a straight trajectory and disappears after hitting its max range (3 for small, 2.5 for standard)		Pass	 <p>Expected Result</p>
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TC6	Drive into Spoke bullet	Spoke Bullet disappears and Fire Engine damage		Pass	 <p>Expected Result</p>
TC7	Drive into Direct bullet	Direct Bullet disappears and Fire Engine takes damage		Pass	 <p>Expected Result</p>


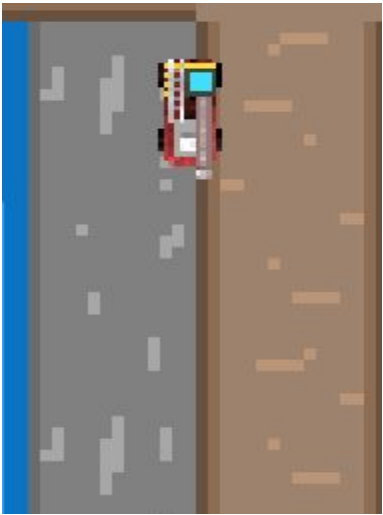
TC8	Drive into explosive bullet	Explosive bullet is replaced with explosion Sprite. The fire engine then takes damage and is moved away from the centre of explosion		Pass	 <p>Expected Result</p>
TC10	Fire engine enters explosive Turret detection range	Turret changed Sprite to attack Sprite. Begins spawning explosive bullets in random directions		Pass	

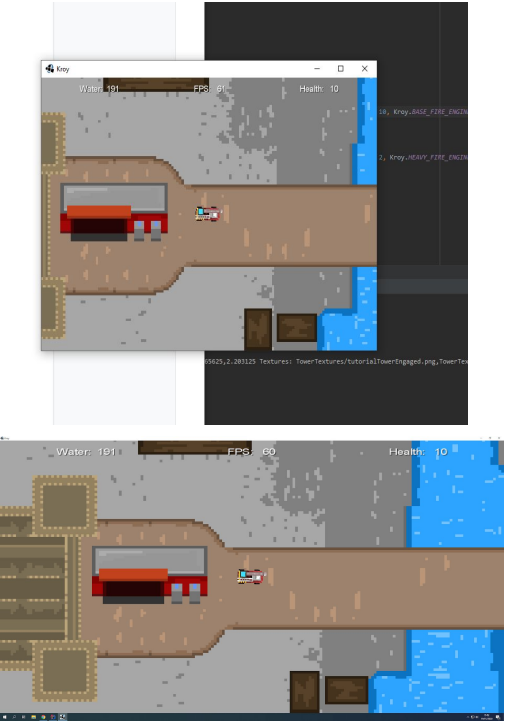
					 <p>Expected Result</p>
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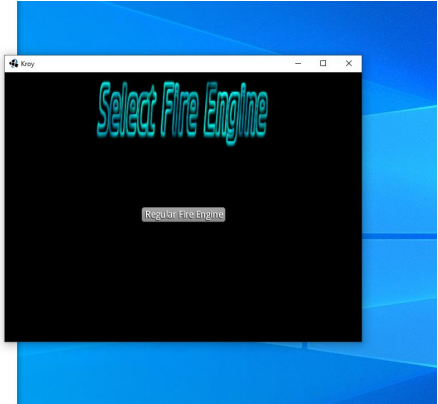
TC11	Fire engine enters Spoke Turret detection range	Turret changed Sprite to attack Sprite. Begins spawning bullets in Spoke shape		Pass	
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					 <p>Expected Result</p>
TC12	Fire engine enters direct Turret detection range	Turret changed Sprite to attack Sprite. Begins spawning bullets in the direction of Fire Engine range		Pass	

					 <p>Expected Result</p>
TC13	Turret health hits 0	Turret is destroyed. Can no longer be seen and will no longer shoot bullets		Pass	

					 
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					Expected Result
TC14	Rescale window	Game should run exactly the same no matter the scale of the window.		Pass	 <p>Expected Result</p>

					<div data-bbox="1182 212 1693 927"></div> <p data-bbox="1176 935 1391 970">Expected Result</p>
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