End to End Manual Tests Based on Functional Requirements

Fire Station Destruction (FR_VIEW_TIMER, FR_STATION_DESTROY)

MAN_DESTROY_FIRESTATION
Open game
Close controls screen
Click start
Move truck in range of fortress
Attack with A
Destroy Fortress
If a timer and warning message about fire station destruction is displayed
  Wait Out timer
  If the firestation is destroyed and trucks can not be healed or refilled anymore
   Pass
Else
  Fail

Minigame Run Victory (FR_ACCESS_MINIGAME)

MAN_MINIGAME_WIN
Open game
Close controls screen
Click start
Use trucks to destroy all fortresses
If minigame launches
  Complete minigame and defeat the alien
  If a game over 'win' screen appears
   Pass
Else
  Fail

Minigame Run Loss (FR_ACCESS_MINIGAME)

MAN_MINIGAME_LOSS_NOENGINES
Open game
Close controls screen
Click start
Use trucks to destroy all fortresses
Only have a single firetruck left to kill the final fortress
If minigame launches
  Lose Minigame
  If a game over 'lose' screen appears
   Pass
Else

Fail

MAN_MINIGAME_LOSS_ENGINES
Open game
Close controls screen
Click start
Use trucks to destroy all fortresses
Have multiple engines left at end of game
If minigame launches
        Lose Minigame
        If return to main game with one less fire engine and the final fortress to be killed will respawn with a small amount of health
                Pass
Else
        Fail

Fortresses improving over time (FR_WATER)

MAN_FORTRESSIMPROVEMENT
Open game
Close controls screen
Click start
Wait out displayed improvement timer
If fortress stats such as range, health, damage increase
        Pass
Else
        Fail

Patrols Spawning over time (FR_PATROL_INCREASE)

MAN_PATROL_SPAWN
Open game
Close controls screen
Click start
Use trucks to kill a patrol
Wait 20 seconds
If a patrol spawn
        Pass
Else
        Fail

Bomber following Truck to blow it up (FR_PATROL_SIGHT)

MAN_PATROL_FOLLOW
Open game
Close controls screen
Click start
Use truck to get within 4 tiles of bomber patrol
If patrol now follows truck until the truck gets 6 tiles away and then returns to its old patrol
path
       Pass
Else
       Fail

Patrol causing damage to fire trucks (FR_PATROL_ATTACK,FR_PATROL_DAMAGE)

MAN_PATROL_ATTACK
Open game
Close controls screen
Click start
Place truck in patrol path
If when the patrol is in range of the truck it attacks and deals damage
       Pass
Else
       Fail