

## 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, FR\_AI)**

#### 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