Test method	Associated requirement(s)	Class tested	Test case objective	Result	Test method	Test case objective	Result
armorDamageOnBoulder			Test if player's armour decreases upon collision with a boulder	PASS	testAspectRatio		PASS
healthDamageOnMonster	UR_OBSTACLE_ENCOUNTER FR_OBSTACLES		Test if player's health decreases upon collision with a boulder	PASS	setBackgroundColour		PASS
captureTest	UR_CAPTURING_COLLEGESFR XP UPDATE		Test when the player college, the amount of plunder and xp increases	PASS	testBuildingScale		PASS
destroyTest	FR_MONEY_UPDATE FR_POINTS_UPDATE		Test if when the player destroys a college, the amount of plunder and xp increases	PASS	testDimensions		PASS
outOfAmmo	UR_FIRE_WEAPONS	Player	Test if upon ammo exhaustion the player is still capable of shooting cannonballs	PASS	testFullscreen		PASS
isAlive			Test the ship is destroyed in the event health is reduced to 0 and only 0	PASS	testHalfDimensions		PASS
destroy	FR_ENEMY_HEALTH		Test if the destroy method changes the status of the ship from alive	PASS	testHalfDimensions		PASS
	FR_MONEY_UPDATE		Test the plunder method is able to permanently increment the amount of plunder of a ship by				
plunder	FR_MONEY_TRACKING		any amount between 1 and 100	PASS	testHalfViewportHeight		PASS
setFaction	FR_COLLEGE_ENTITY_TRACKING			PASS	testHalfViewportWidth		PASS
setHealth				PASS	testOperatingSystem		PASS
setArmor				PASS	testPhysicsTimeStep		PASS
setSpeed	FR POWERUP EFFECTS			PASS	testScreenHeight		PASS
setPlunder				PASS	testScreenWidth		PASS
setPlunderBonus	FR MONEY UPDATE			PASS	testTileSize		PASS
setXp	TREMONETED BATE	-		PASS	testVSync		PASS
setXPBonus	FR XP UPDATE			PASS	testViewportHeight		PASS
setAmmo	FR POWERUP EFFECTS	-		PASS	testViewportTitle		PASS
setDamageDelt	FR COLLEGE ENTITY TRACKING	-		PASS	testViewportVidth	Ensure display constants have	PASS
SetDamageDeit				FASS	testviewportvviatii	been assigned the correct default	
setBulletSpeed	FR_BULLET_TRAVEL FR_BUFFS		Ensure upon the initialisation of a new ship,	PASS	testZoom	values in order ensuring graphics are rendered correctly	PASS
setPosition	FR COLLEGE ENTITY TRACKING	+	constants are able to be updated by appropriate amounts with set methods.	PASS	testObstacleID	and remained contents	PASS
getAmmo	1160255555		amounte mar out mourous.	PASS	testPassableCost	Facure contain tile men cell IDs	PASS
getArmor	FR PLAYER AMMO			PASS	testPassableID	Ensure certain tile map cell IDs refer to the correct display items	PASS
getAttackRange	FR COLLEGE ENTITY TRACKING	-		PASS	testAngleBetween	refer to the correct display items	PASS
	FR_BULLET_TRAVEL						
getBulletSpeed	FR_BUFFS	-		PASS	testAngleToVector		PASS
getFaction	FR_COLLEGE_ENTITY_TRACKING			PASS	testCheckProximity		PASS
getHealth	FR_ENEMY_HEALTH FR_PLAYER_AMMO			PASS	testContains		PASS
getPlunder	FR_MONEY_TRACKING			PASS	testDistanceToTiles		PASS
getPlunderBonus	FR_MONEY_TRACKING		Ensure upon the initialisation of a new ship, the	PASS	testFloor		PASS
getPosition	FR_COLLEGE_ENTITY_TRACKING		associated constants are set to the correct	PASS	testRandomChoice		PASS
getSpeed	FR_BUFFS		default value	PASS	testRandomPos		PASS
getVelocity	FR_COLLEGE_ENTITY_TRACKING]	(Constants : Attack Range, Bullet Speed,	PASS	testRound		PASS
getXp			Faction, Health, Plunder, Plunder Bonus,	PASS	testScale		PASS
getXpBonus	FR XP TRACKING	Ship	Position, Speed, Velocity, XP and XP bonus)	PASS	testTilesToDistance	Ensure vector and tile	PASS
shootTest	FR_PLAYER_FIRE FR_BULLET_TRAVEL	CannonBall	Test if when a cannonball is created, the cannonball travels by the appropriate amount in a specified	PASS	testVectorToAngle	calculations are computed accurately to ensure correctness of the game	PASS
KillCompleteTest			Test if when a new quest with the objective of destroying a college is able to be completed by a player only after achieving the objective and rewards an appropriate amount of plunder	PASS	testArialTTFAsset		PASS

LocateCompleteTest	FR_QUEST_TRACKING FR_QUEST_OBJECTIVE	Quest QuestManager GameManager	Test if when a new quest with the objective of locating a chest is able to be completed by a player only after achieving the objective and rewards an appropriate amount of plunder	PASS	testBeachTilesetPNGAssetExists		PASS
getPosition			Ensure upon the initialisation of a new node, position can be assigned	PASS	testBeachTilesetTSXAssetExists		PASS
set		Node	Ensure upon the initialisation of a new node, its position is able to be updated by the set method	PASS	testBoatsPNGAssetExists		PASS
estimate		NodeHeuristic	Ensure the correct heuristic value (squared distance between nodes) is calculated between two different nodes	PASS	testBoatsTXTAssetExists		PASS
estimate	1		Ensure path cost calculates correct values	PASS	testBuildingsTXTAssetExists		PASS
getFromNode			Ensure the getFromNode method refers to the correct node given any path	PASS	testChestPNGAssetExists		PASS
getToNode		Path	Ensure the getToNode method refers to the correct node given any path	PASS	testGameSettingsJSONAssetExists		PASS
vectorToAngle			Ensure upon the initialisation of a new Al navigation control for a steerable, the angle to a placed vector can be calculated correctly	PASS	testMapTMXAssetExists		PASS
angleToVector			Ensure upon the initialisation of a new Al navigation control for a steerable, a vector can be placed at any given angle	PASS	testMenuBGJPGAssetExists		PASS
isTagged				PASS	testOtherPNGAssetExists	Ensure the required external	PASS
getBoundingRadius	<u> </u>		Ensure upon the initialization of a new Al	PASS	testShipPNGAssetExists	assets used by the game are	PASS
getZeroLinearSpeedThreshold			Ensure upon the initialisation of a new Al navigation control for a steerable, the associated	PASS	testUISkinFolderAssetExists	located in the native files	PASS
getMaxLinearSpeed	1		constants are set to the correct default value	PASS			
getMaxLinearAcceleration	1			PASS			
getMaxAngularSpeed			(Constants : isTagged, Bounding radius, Minimum linear speed, Linear speed, Linear acceleration, Maximum angular speed,	PASS			
getMaxAngularAcceleration	1		Maximum angular acceleration)	PASS			
setTagged	1		, and the second	PASS			
			Ensure upon the initialisation of a new Al navigation control for a steerable, the correct constants can be updated with appropriate				
setMaxLinearSpeed	<u> </u>		values	PASS			
setMaxLinearAcceleration	FR HOSTILE AI		(Constants : isTagged, Linear speed, Linear	PASS			
setMaxAngularSpeed	FR FRIENDLY AI		acceleration, Maximum angular speed,	PASS			
setMaxAngularAcceleration	FR_COLLEGE_ENTITY_TRACKING	AlNavigation	Maximum angular acceleration)	PASS			
addPlunder	FR_MONEY_UPDATE			PASS			
			Test if player stats can be correctly updated given any amount				
addXp	FR_XP_UPDATE		(Stats : Plunder and XP)	PASS			
addTarget	FR_HOSTILE_AI FR_FRIENDLY_AI FR_COLLEGE_ENTITY_TRACKING		Test if ships can be added as targets to the pirate objects' queue for targets successfully	PASS			
getAmmo	_	1	-	PASS			
getArmor	FR_PLAYER_AMMO			PASS			
getFaction	FR_COLLEGE_ENTITY_TRACKING	1		PASS			
getHealth	FR_COLLEGE_ENTITY_TRACKING FR_ENEMY_HEALTH FR_PLAYER_AMMO		Ensure upon the initialisation of a pirate, associated constants are set to the correct default value	PASS			
getPlunder	FR MONEY TRACKING	†	(Constants : Ammunities Assessed Fastian	PASS			
•		+	(Constants : Ammunition, Armour, Faction,				
getXp	FR XP TRACKING		Health, Plunder and XP)	PASS			

setArmor	FR_POWERUP_EFFECTS	7		PASS
setFactionId	FR_COLLEGE_ENTITY_TRACKING	1		PASS
Seti delloriid	FR COLLEGE ENTITY TRACKING	†	Ensure upon the initialisation of a pirate, the	TAGE
	FR_ENEMY_HEALTH		correct constants can be updated with appropriate values	
setHealth	FR_PLAYER_AMMO	1	Self- self- self-	PASS
setPlunder	FR_MONEY_UPDATE	4	(Constants : Ammunition, Armour, Faction,	PASS
setXp	FR_XP_UPDATE	-	Health, Plunder and XP)	PASS
canAttack	FR_HOSTILE_AI FR_PLAYER_FIRE		A newly spawned isolated pirate should not be able to attack	PASS
			Ensure pirates are unable to attack outside their	
isAgro	FR_HOSTILE_AI	1	attack range	PASS
isAlive	FR_ENEMY_HEALTH FR_PLAYER_AMMO		Ensure newly spawned pirates have full health	PASS
kill	FR_ENEMY_HEALTH FR_PLAYER_AMMO		Test the kill method causes the pirate to no longer alive	PASS
			Test the reload method is able to increment the	
	ED DI AVED ANNO		current amount of ammunition to a greater	
reload	FR_PLAYER_AMMO	1	amount	PASS
			5	
			Test the takeDamage method causes a pirates health to decrease by the corresponding	
			amount, where the maximum amount of	
takeDamage	FR_ENEMY_HEALTH	Pirate	reduction is capped at the ships current health	PASS
			Ensure upon the initialisation of new text,	
			associated constants are set to the correct default value	
getFontColour			default value	PASS
getPosition			(Constants : Font Colour and Position)	PASS
setFontColour				PASS
			Ensure upon the initialisation of new text, the	
			correct constants can be updated with appropriate values	
			appropriate values	
setPosition	NFR_COLOURBLINDNESS	Text	(Constants : Font Colour and Position)	PASS
			Ensure upon the initialisation of a new transform	
			component the angle to a placed vector can be	
angleToVector			calculated correctly	PASS
			Ensure upon the initialisation of a new transform component, a vector can be placed at any given	
vectorToAngle			angle	PASS
getOrientation				PASS
getPosition			Ensure attributes associated with a transform	PASS
getRotation			component are set to the correct default values	PASS
30			(Attributes : Orientation, Position, Rotation and	
getScale			Scale)	PASS
setPosition				PASS
setRotation			Ensure attributes associated with a transform	PASS
			component can be updated with appropriate values; displaying consistent and accurate	
			change	
			3	
setScale		Transform	(Attributes : Position, Rotation and Scale	PASS

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entification setMaxTime PASS CaptionManager CaptionManager to under too the programme to	gennenning			Ensure upon the initialisation of a new		
CaptonManager in enzire in animal placed can be obtained and application of the maximum time until a caption is enriced prior to begin placed can be obtained and applications of the caption of the capt	getdisplay			empty	PASS PASS	
Ensure upon the initialisation of a new CaptonManager CameManager	setMaxTime			CaptionManager the maximum time until a caption is removed prior to being placed can be	PASS	
inadiphyserHandler mediumPlayerHandler mediumPlayerHandler page Changer R DIFFCULTY page Lander page La			CaptionManager	Ensure upon the initialisation of a new		
medlumPlayerHandler FR_DIFFICULTY Constants - health armour, starting plunder, seed, build speed and ammo) FR_CHANGE_DIFFICULTY Constants - health armour, starting plunder, seed, build speed and ammo) Feet if the chosen difficulty can be initialised by place and ammo) Feet if the chosen difficulty can be initialised by and plunder a player receives upon capturing a college FR_CHANGE_DIFFICULTY Constants - health armour, starting plunder, seed, build speed and ammo) Feet if the chosen difficulty can be initialised by and plunder a player receives upon capturing a college FR_CHANGE_DIFFICULTY FR_XP_UPDATE FR_XP_UPDATE CaptureManager Constants - health increase, speed increase, amount increase, among increase, immunity stee and infinite armor time) FR_XSS_ FR_SS_ FR_SS_ FR_CHANGE_DIFFICULTY FR_XP_UPDATE CaptureManager Constants - health increase, speed increase, and infinite armor time) FR_XSS_ FR_SS_ FR_SS_	setDisplay	UR_SCALING	GameManager	can be updated with appropriate strings	PASS	
medium/PlayerHandler hardPlayerHandler hardPlayerHandler R_CHANGE_DIFFICULTY GameManager casyCaptureHandler R_CHANGE_DIFFICULTY GameManager casyCaptureHandler R_CHANGE_DIFFICULTY GameManager RR_CHANGE_DIFFICULTY GameManager RR_CHANGE_DIFFICULTY GameManager RR_CHANGE_DIFFICULTY FR_CHANGE_DIFFICULTY RR_CHANGE_DIFFICULTY R	easyPlayerHandler				PASS	
Interdimental process of the content						
BardPlayerHandler FR_CHANGE_DIFFICULTY GameMánager Speed, bullet speed and ammor) PASS SeasyCaptureHandler CaptureHandler UR_CAPTURING_COLLEGES CAPTURING_COLLEGES CAPTURING_COLLE	mediumPlayerHandler				PASS	
redumCaptureHandler IndicaptureHandler IndicaptureH	hardPlayorHandlor				DASS	
Test if the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the constant of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the constant of XP and plunder a player receives upon capturing a college of the chosen difficulty can be initialised by DifficultyManager to modify the constant of XP and plunder a player receives upon capturing a player state in the chosen difficulty can be initialised by DifficultyManager to modify the constant of XP and plunder a player receives upon capturing a player state and be and plunder a player receives upon capturing a player state and be and plunder and plunder a player receive upon capturing a player state and be and plunder	<u> </u>	FR_CHANGE_DIFFICULIT	Gameivianagei	speed, bullet speed and animo)		
DifficultyManager to modify the amount of XP and plunder a player receives upon capturing a college college. INC. APTURING_COLLEGE_CAPTURE DIFFICULTY and plunder a player receives upon capturing a college. Text if the chosen difficulty can be initialised by PASS. Text if t		-		Test if the chosen difficulty can be initialised by		
hardCaptureHandler UR_HSTILE_COLLEGE_CAPTUR Explored in the cost of the cost o	mediumCaptureHandler	-			PASS	
BeatyDestroyHandler	hardCaptureHandler				PASS	
Test if the chosen difficulty can be initialised by Difficulty Handler FR_CHANGE_DIFFICULTY FR_XP_UPDATE FR_MONEY_UPDATE FR_MONEY_UPDATE FR_MONEY_UPDATE FR_MONEY_UPDATE FR_MONEY_UPDATE FR_MONEY_UPDATE CaptureManager CaptureManager CaptureManager CaptureManager CaptureManager FR_MONEY_UPDATE CaptureManager CaptureManager CaptureManager FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE CaptureManager CaptureManager FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE CaptureManager CaptureManager FR_MONEY_UPDATE FR_MONEY_UPDATE CaptureManager CaptureManager CaptureManager FR_MONEY_UPDATE FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE FR_MONEY_UPDATE CaptureManager FR_MONEY_UPDATE FR_M	· · · · · · · · · · · · · · · · · · ·			- C	PASS	
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mediumEnhancementHandler hardEnhancementHandler ads/EnhancementCostHandler mediumEnhancementCostHandler mediumEnhancementCostHandler saveColleges saveColleges saveColleges saveShips FR_SERIALISATION FR_SAVEGAME SaveDifficulty FR_SERIALISATION		FR_MONEY_UPDATE	CaptureManager	college		
hardEnhancementHandler easyEnhancementCostHandler mediumEnhancementCostHandler ler hardEnhancementCostHandler mediumEnhancementCostHandler ler hardEnhancementCostHandler ler ler ler ler ler ler ler ler ler		-				
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International Process of the game using passed on the game using passed passed on the game using passed on passed on the game using passed on passed on passed passed on the game using passed on passed on passed on the game using passed on		-			PASS	
SaveColleges SavePlayerStats FR_SERIALISATION SaveShips FR_SAVEGAME IoadColleges IoadPlayerStats FR_SERIALISATION FR_LOAD FR_SERIALISATION SaveManager GameManager FR_SERIALISATION FR_SAVEGAME Ensure that when the game state can be saved by the save manger correctly, storing locations of all entities and current player stats into saved_preference PASS PASS PASS PASS PASS PASS PASS SaveManager GameManager dinto the newly initialised game correctly FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_LOAD FR_SERIALISATION FR_LOAD FR_SERIALISATION FR_LOAD FR_SERIALISATION FR_LOAD FR_SERIALISATION DifficultyManager GameManager GameManager GameManager DifficultyManager DifficultyManager GameManager GameManager DifficultyManager GameManager GameManager DifficultyManager GameManager DifficultyManager GameManager GameManager DifficultyManager DifficultyManager GameManager GameManager DifficultyManager DifficultyManager PASS PASS PASS PASS PASS PASS PASS PASS PASS	1	UR_POWERUPS	DifficultyManager	constants of the game using		
Ensure that when the game state can be saved by the save manger correctly, storing locations of all entities and current player stats into saved_preference PASS		FR_CHANGE_DIFFICULTY	EnhancementManager	EnhancementManager		
FR_SERIALISATION FR_SAVEGAME loadColleges loadPlayerStats FR_SERIALISATION FR_LOAD FR_SERIALISATION SaveManager SaveDifficulty FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME SaveManager SaveManager FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME SaveManager FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME SaveManager FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME SaveManager GameManager Difficulty can be retrieved from Difficulty can be applied into saved_preference FR_SERIALISATION FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME SaveManager GameManager Difficulty Can be applied into the newly initialised game correctly PASS FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR_SAVEGAME FR_SERIALISATION FR_SAVEGAME FR	saveColleges					
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IoadColleges IoadPlayerStats FR_SERIALISATION SaveManager GameManager Ensure that saved components can be applied into the newly initialised game correctly PASS PASS				of all entities and current player stats into		
IoadPlayerStats	<u> </u>	FK_SAVEGAME	1	savea_preterence		
CoadShips FR_LOAD GameManager Into the newly initialised game correctly PASS		1				
FR_SERIALISATION FR_SAVEGAME SaveManager loadDifficulty FR_LOAD FR_LOAD FR_LOAD Ensure the current difficulty can be retrieved from DifficultyManager and saved into saved_preference Ensure the current difficulty can be retrieved from DifficultyManager and saved into saved_preference PASS Ensure the current difficulty can be retrieved from DifficultyManager and saved into saved_preference PASS PASS PASS				Ensure that saved components can be applied		
FR_SERIALISATION FR_SAVEGAME SaveDifficulty FR_SERIALISATION FR_SERIALISATION FR_SERIALISATION FR_SERIALISATION FR_SERIALISATION FR_LOAD SaveManager GameManager DifficultyManager The newly initialised game correctly FASS PASS PASS	loadShips	FR_LOAD	GameManager	into the newly initialised game correctly	PASS	
FR_SERIALISATION GameManager Difficulty Manager the newly initialised game correctly PASS getAmmo PASS	saveDifficulty			from DifficultyManager and saved into	PASS	
	loadDifficulty		GameManager			
getArmor	getAmmo				PASS	
1100	getArmor				PASS	
getHealth Ensure enhancement related attributes can be PASS	getHealth			Ensure enhancement related attributes can be	PASS	

getImmunity	7		retrieved by EnhancementManger in order to be	PASS	
getInfiniteAmmo			modified	PASS	
getSpeed	1		Correct captions should be displayed given only	PASS	
getTax	1		certain powerups can be purchased at the start	PASS	
	1		of the game		
getValidation			(Attributes :Ammunition, Armour, Health, Invincibility Time, Infinite Ammunition time, Speed,Costs of all Power-ups and Current assurance player can purchase power up)	PASS	
setAmmo				PASS	
setArmor	1		Ensure a enhancement related attributes can be	PASS	
setHealth	1		updated with appropriate values; displaying	PASS	
setImmunity	1		consistent and accurate change	PASS	
setInfiniteAmmo	1		Correct captions should be displayed upon	PASS	
setSpeed	7		update events	PASS	
setTax	FR_BUFFS FR_SHOP		(Attributes :Ammunition, Armour, Health, Invincibility Time, Infinite Ammunition time, Speed and Costs of all Power-ups)	PASS	
ammoHandlerFree				PASS	
armorHandlerFree	1		Ensure when a player picks up a power-up, the	PASS	
healthHandlerFree	1		effect of the power-up is successful and instant	PASS	
immunityHandlerFree	- -FR POWERUPS		Captions should be displayed to notify player of	PASS	
infiniteAmmoHandlerFree	FR BUFFS		pickup	PASS	
speedHandlerFree	FR_POWERUP_EFFECTS FR_SHOP FR_PLAYER_AMMO		(Power-ups : Ammunition, Armour, Health, Immunity, Infinite Ammunition and Speed)	PASS	
ammoHandlerPaid				PASS	
armorHandlerPaid			Ensure upon the purchase of a powerup from a	PASS	
healthHandlerPaid			substantial amount of plunder, the effect is instant and the amount of player plunder is	PASS	
immunityHandlerPaid			updated accordingly	PASS	
infiniteAmmoHandlerPaid	FR_PURCHASE FR_BUFFS FR_POWERUP_EFFECTS FR_SHOP		Captions should be displayed to verify the purchase	PASS	
speedHandlerPaid	FR_PLAYER_AMMO FR_MONEY_TRACKING		(Power-ups : Ammunition, Armour, Health, Immunity, Infinite Ammunition and Speed)	PASS	
taxation	FR_PURCHASE FR_MONEY_TRACKING FR_SHOP	EnhancementManager GameManager CaptionManager	Ensure accurate shop transactions occur between the shop and player	PASS	