Stalingrad: 1943 Black Box Testing Document
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During development, *Stalingrad: 1943* underwent black box testing. Most key game mechanics were tested using this method in order to ensure they were working properly. No issues were discovered during testing and all mechanics work as intended.

Test Case	Description	Input	Expected Result	Actual Result	Status
Case 1	Start menu interaction	User clicks start button	Game loop begins	Game loop beings	Pass
Case 2	End menu interaction	User clicks restart button	Game restarts	Game restarts	Pass
Case 3	Player movement	User moves their mouse	Player object tracks the cursor	Player object tracks the cursor	Pass
Case 4	Player shooting	User clicks their mouse	Player fires a bullet	Player fires a bullet	Pass
Case 5	Enemy movement	No user input, auto movement	Enemy moves down and is destroyed when off-screen	Enemy moves down and is destroyed when off-screen	Pass
Case 6	Enemy shooting	No user input, auto shooting	Enemy periodically shoots	Enemy periodically shoots	Pass
Case 7	Player and enemy collision	Player moves their plane into an enemy object	Collision detected and game quits	Collision detected and game quits	Pass
Case 8	Boss enemy inherits attributes of enemies	No user input, boss should move and shoot faster automatically	Boss moves and shoots faster than normal enemies	Boss moves and shoots faster than normal enemies	Pass
Case 9	Player being shot down	User gets hit by enemy bullet 5 times and loses all health	Game over screen opens	Game over screen opens	Pass
Case 10	Scoring system	User receives points based on the type of enemy destroyed	Score is added up and displayed at the end	Score is added up and displayed at the end	Pass