

End to End Tests

Invincibility Power Up (FR_INVINCIBILITY)

This test is to test that the invincibility power up makes the fire truck that picks up that power up unable to be damaged by fortresses for 1 minute.

MAN_INVINCIBILITY

Open game

Close controls screen

Click start

Wait for the invincibility power up to spawn

Use a fire truck to collect the invincibility power up by driving over it

Move that fire truck into range of a fortress

If that fire truck takes no damage

 Wait the rest of the minute since the power up was picked up

 If that fire truck now takes damage

 Pass

Else

 Fail

Speed Power Up (FR_SPEED)

This test is to test that the speed power up makes the fire truck that picks up that power up moves at increased speed for 1 minute.

MAN_SPEED

Open game

Close controls screen

Click start

Wait for the speed power up to spawn

Use a fire truck to collect the speed power up by driving over it

Move that fire truck

If that fire truck moves at an increased speed

 Wait the rest of the minute since the power up was picked up

 If that fire truck now moves regular speed

 Pass

Else

 Fail

Damage Power Up (FR_DAMAGE)

This test is to test that the damage power up makes the fire truck that picks up that power up deals increased damage for 1 minute.

MAN_DAMAGE

Open game

Close controls screen
Click start
Wait for the damage power up to spawn
Use a fire truck to collect the damage power up by driving over it
Move that fire truck into range so it can attack a fortress
If that fire truck deals increased damage
 Wait the rest of the minute since the power up was picked up
 If that fire truck now deals regular damage
 Pass
Else
 Fail

Healing Power Up (FR_HEALTH_POWERUP)

This test is to test that the healing power up restores some lost health to the fire truck that picks it up.

MAN_HEALING

Open game
Close controls screen
Click start
Wait for the healing power up to spawn
Move a fire truck into the range of a fortress and get the fire truck damaged
Use that fire truck to collect the healing power up
If that fire truck has some health restored
 Pass
Else
 Fail

Refilling Power Up (FR_WATER_POWERUP, FR_SINGLE_PICKUP)

This test is to test that the refilling power up refills some lost water to the fire truck that picks it up and that a single instance of the power up can only be used once.

MAN_REFILLING

Open game
Close controls screen
Click start
Wait for the refilling power up to spawn
Move a fire truck into the range of a fortress and attack with the fire truck
Use that fire truck to collect the refilling power up
If that fire truck has some water restored
 Move the fire truck off the spot with the power up and then move back
 If the fire truck gains no more water
 Pass

Else

Fail

**Difficulty Increase (FR_FORTRESS_DAMAGE_DIFFICULTY,
FR_FORTRESS_UPGRADE_DIFFICULTY, FR_DIFFICULTY_EASY,
FR_DIFFICULTY_MEDIUM,FR_DIFFICULTY_HARD)**

This test is to test that increasing the difficulty increases the base attack of fortresses and decreases the fortress upgrade timer. This test can be repeated with any combination of difficulties to show that all difficulties work.

MAN_DIFFICULTY

Open game

Close control screen

Click start

Check upgrade timer and top right fortress Attack Points value

Return to main menu

Increase difficulty

Click start

If upgrade timer is shorter and the top right fortress' AP value is higher

Pass

Else

Fail

Save Feature (UR_SAVE)

To test that the game can be saved and resumed at any point.

MAN_MAIN_SAVE

Open game

Close control screen

Click start

Play game until 1 fortress is destroyed

Press the save button and select save 1

Return to main menu

Load save 1

If the game is in the same state as before

Pass

Else

Fail

MAN_EXIT_SAVE

Open game

Close control screen

Click start

Play game until 1 fortress is destroyed
Press the save button and select save 1
Close game
Open game
Close control screen
Load save 1
If the game is in the same state as before
 Pass
Else
 Fail