

End to End Tests

Fortress Upgrade (FR_WATER)

To test that the amount of water required to flood a fortress increases over time

MAN_FORTRESS_UPGRADE

Open game

Close control screen

Start game

Click on any fortress to check total health points

Wait out the upgrade timer in the bottom left corner

If the health of the fortress increases

Pass

Else

Fail

Beginning the Minigame (FR_ACCESS_MINIGAME)

To test that the minigame can be accessed from within the main game

MAN_START_MINIGAME

Open game

Close control screen

Start game

Move any fire truck and collide it with any patrol

If minigame begins

Pass

Else

End

Fire Station Destruction (FR_STATION_DESTROY)

To test that after the fire station has been destroyed trucks can't be refilled or repaired by it anymore

MAN_STATION_DESTRUCTION

Open game

Close control screen

Start game

Use fire trucks to destroy a fortress

Allow the large patrol to destroy the fire station

If trucks in the destroyed fire station location are not healed or refilled

Pass

Else

Fail

Truck collision (UR_TRUCK_SPACE)

To test that only 1 truck can be on a tile at once and trucks can't drive through each other. We have an exception to this with trucks initially spawning in the same place as this was what was decided to be the best starting point for the game

MAN_SAME_SPACE

Open game

Close controls screen

Start game

Move 1 fire truck out of the fire station

Wait for it to stop moving

Draw a path for another truck with its final destination at the 1st truck

If the path is redrawn to be the tile before the other truck

Pass

Else

Fail

MAN_DRIVE_THROUGH

Open game

Close controls screen

Start game

Move 2 trucks to be either end of the same road

Pause the game

Draw a path that will cause the 2 trucks to try to drive through each other

Unpause game

If the trucks both stop moving on separate and their paths are cancelled at the point of collision

Pass

Else

Fail

Patrols Spawn (UR_PATROLS)

To check that at least 2 patrols spawn for the user to avoid

MAN_PATROL_CHECK

Open game

Close controls screen

Start game

If at least 2 patrols have spawned

Pass

Else

Fail