**Tower Defense Test Report**

**Group 11**

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**Test Cases**

Test Cases as defined in section 3 of the Test Plan document.

**Test 1:**

Results: Test Passes. Game Begins.

**Test 2:**

Results: Test Passes. Application Closes.

**Test 3:**

Results: Test Passes. Layout Loads.

**Test 4:**

Results: Test Passes. Tower Not Placed.

**Test 5:**

Results: Test Passes. Game Over Screen Results and Game Ends.

**Test 6:**

Results: Test Passes. Enemies Flow through Route.

**Test 7:**

Results: Test Passes. Application Closes.

**Test 8:**

Results: Test Passes. Tower Placed.

**Test 9:**

Results: Test Passes. Tower Not Placed as Expected.

**Test 10:**

Results: Test Passes. Tower Not Placed as Expected.

**Test 11:**

Results: Test Passes. Tower Graphic Appears.

**Test 12:**

Results: Test Passes. Tower Does Not Attack Enemies out of Range.

**Test 13:**

Results: Test Passes. Money Value Decreases.

**Test 14:**

Results: Test Passes. Enemies Flow.

**Test 15:**

Results: Test Passes. Enemies Move along Route.

**Test 16:**

Results: Test Passes. Health Bar Shows Decrease in Health.