


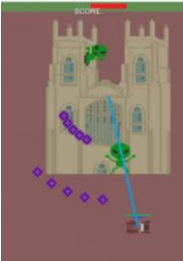


# User Testing Evidence

Test ID	Description	Author	Status
FireTruck_2.0_USER	Testing that user can complete a the most crucial game-life cycle to complete the game	Ben	Pass
 <p>Fire engine at the start of the game with full health and water</p>			
 <p>Fire engine attacking the ET Patrol</p>			
 <p>Fire engine displaying less water after attacking the ET Patrol</p>			
 <p>Fire engine attacking the ET Fortress</p>			



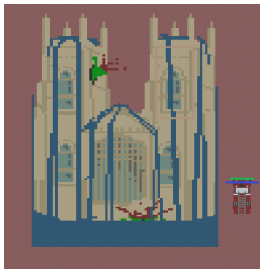
Less water in the fire engine after that




Playing the mini game to refill the water

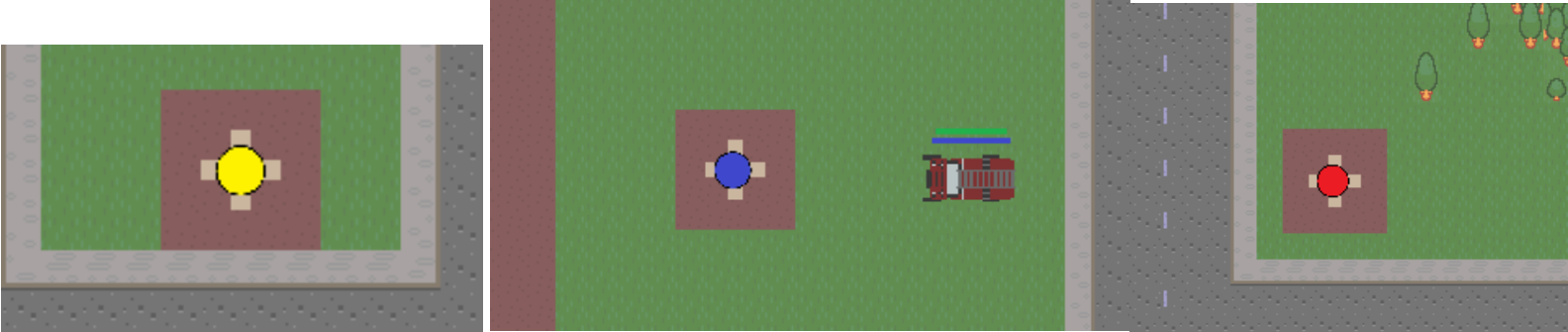


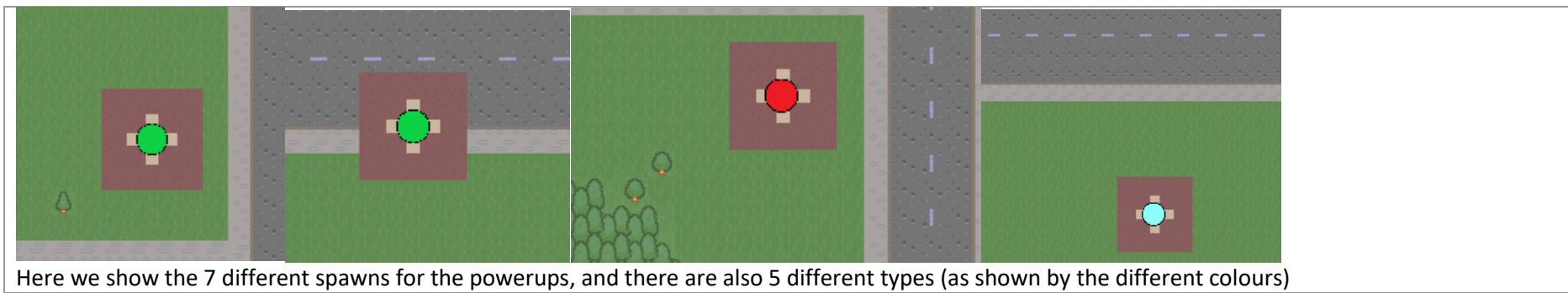
Fire engine full again




ET Fortress flooded by fire engine

Test ID	Description	Author	Status
Firetruck_2.1_USER	Testing that there are no areas to automatically trigger minigame	Ben	Pass
 <p>Tested by pressing E (the trigger minigame button) over all areas of the map other than the fire station.</p>			

Test ID	Description	Author	Status
Powerup_1.1_USER	Testing to make sure that 7 powerups spawn around the map in different locations and with one of 5 random effects	Ben	Pass
			



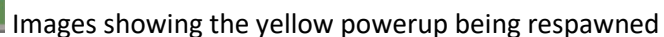
Test ID	Description	Author	Status
Powerup_1.2_USER	Testing to make sure that the powerups are saved when the game is saved and reopened	Ben	Pass
<div></div> <p>First image before save game and quitting</p>			



Second image showing the game after being reloaded

Test ID	Description	Author	Status
Powerup_1.3_USER	Testing to make sure that the powerups respawn after a random amount of time	Ben	Pass




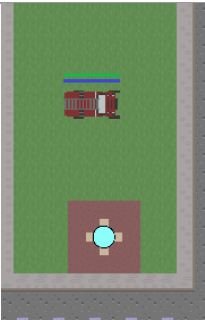
[illegible]

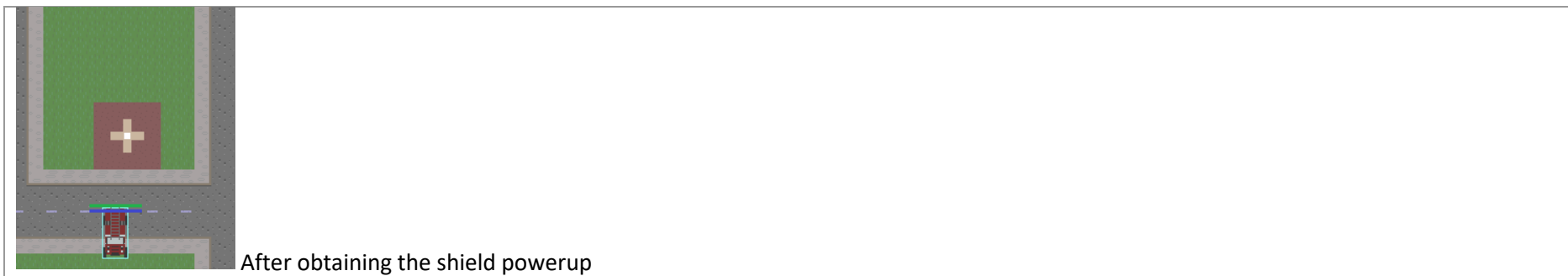
```
/**
 * This method moves the truck in the direction calculated in updateDirection()
 */
public void moveInDirection() {

    System.out.println(this.speed);
}
```

Here we added a logger to print out the speed of the truck when it moves. The first image shows the moment that the fire truck moves over a speed powerup.

Test ID	Description	Author	Status
Powerup_1.5_USER	Testing to make sure that the damage of a fire engine is increased when moving over a damage powerup.	Ben	Pass
 <p>We gave the increased damage water stream a darker colour so that we can tell when the fire truck is doing more damage.</p>			


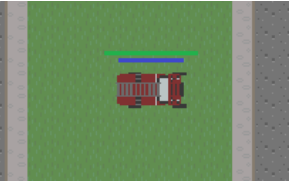
Test ID	Description	Author	Status
Powerup_1.6_USER	Testing to make sure that when the user obtains a shield powerup there is a shield around the fire truck	Ben	Pass
 <p>Before obtaining the shield powerup</p>			

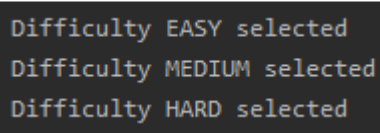


Test ID	Description	Author	Status
Powerup_1.7_USER	Testing to make sure that the fire trucks water supply is increased when running over the refill powerup	Ben	Pass

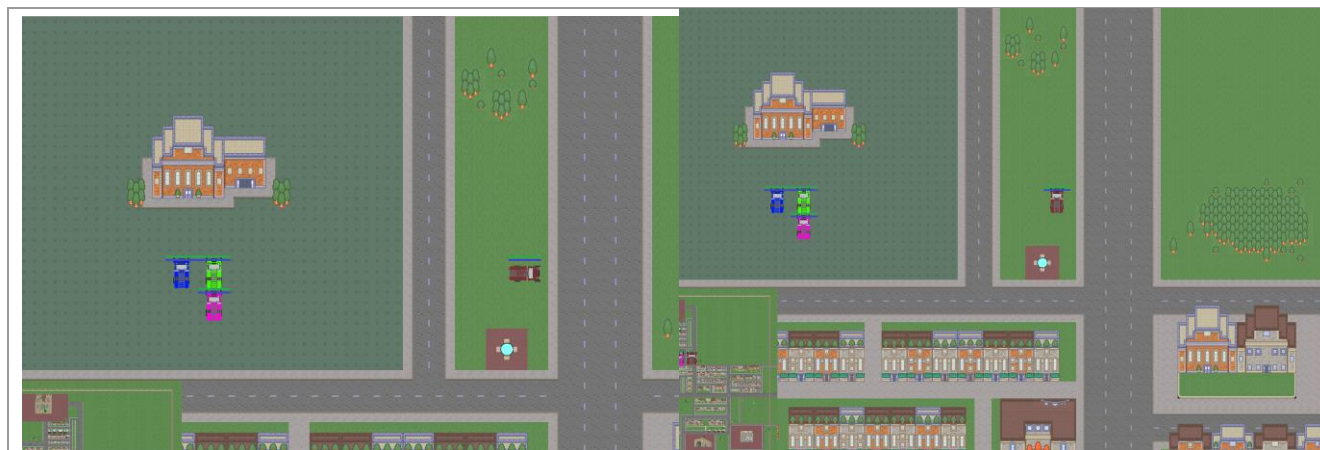




Test ID	Description	Author	Status
Powerup_1.8_USER	Testing to make sure that the fire truck gets repaired when using the repair powerup.	Ben	Pass
 <p>Health before powerup</p>  <p>Health after powerup</p>			

Test ID	Description	Author	Status
Difficulty_1.1_USER	Testing to make sure that the game reflects the difficulty that the user selects	Ben	Pass
 <p>Selecting each difficulty setting on the selection page</p>			

Test ID	Description	Author	Status
GameSave_1.1_USER	Testing to make sure that fire truck locations are saved between saves	Ben	Pass



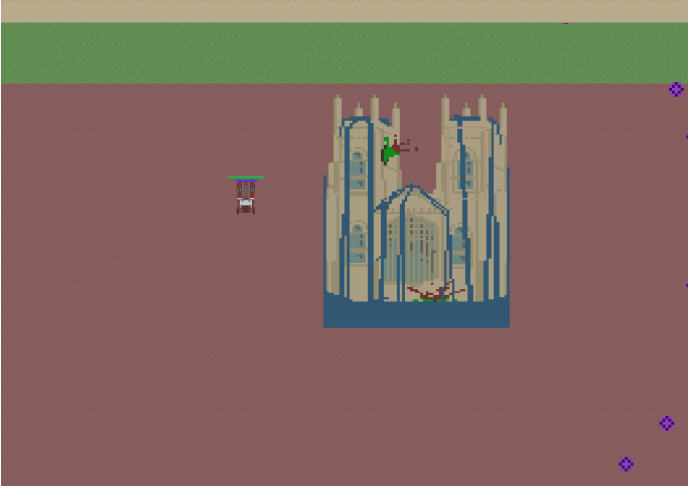
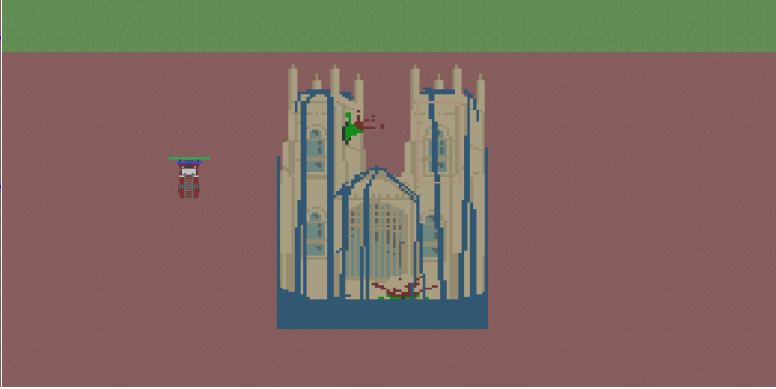
Showing that the fire truck's location is

saved between states.

Test ID	Description	Author	Status
GameSave_1.2_USER	Testing to make sure that the powerup state is saved between games	Ben	Pass



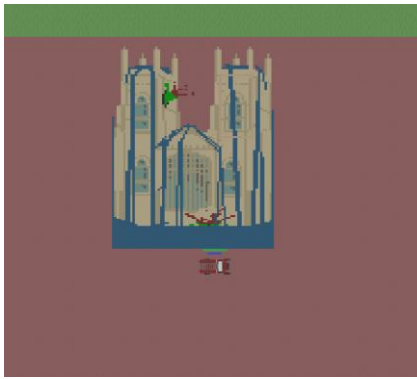
Showing that the powerup 'shield' effect persists between saves

Test ID	Description	Author	Status
GameSave_1.3_USER	Testing to make sure that the fortress state is persisted through saves	Ben	
<div>   </div> <p>Before save(left) and after reopening the save (right)</p>			

Test ID	Description	Author	Status
GameSave_1.4_USER	Testing to make sure that entity attributes are persisted between saves	Ben	Pass



Fire truck with damage, less water and a destroyed ET Fortress



After reopening the save file