

## Test Record

Test			Result			
Nr	Item	Action	Expected	Actual	Pass/ Fail	Comments
1	Menu	Down key	Next menu item selected	Next menu item selected	P	
2	Menu	Down key when on last menu item	First item selected	First item selected	P	
3	Menu	Hit enter when Credits selected	Show Credits screen	Show Credits screen	P	
4	Menu	Hit enter when the Exit selected	Exit the game	Exit the game	P	
5	Menu	Right key	Next menu item selected	Next menu item selected	P	
6	Menu	Right key when on last menu item	First item selected	First item selected	P	
7	Menu	Left key	Previous menu item selected.	Previous menu item selected.	P	
8	Menu	Up key	Previous menu item selected.	Previous menu item selected.	P	
9	Menu	Left key when on first menu item	Last item selected	Last item selected	P	
10	Menu	Up key when on first menu item	Last item selected	Last item selected	P	
11	Menu	Hit space when Credits selected	Show Credits screen	Show Credits screen	P	
12	Menu	Hit space when High score selected	Show High Score screen	Show High Score screen	P	
13	Menu	Hit enter when High score selected	Show High Score screen	Show High Score screen	P	
14	Menu	Hit space when the Exit selected	Exit the game	Exit the game	P	
15	Menu	Hit space when Play selected	Start Game	Start Game	P	
16	Menu	Hit enter when Play selected	Start Game	Start Game	P	
17	Menu	Hit ESC in menu	Exit the game	Exit the game	P	
18	High Score	Show high score list	High score list of the top 10 results in descending order (best score first).	High score list of the top 10 results in descending order (best score first).	P	
19	High Score	Show latest score in red	The last achieved score highlighted in red.	The last achieved score highlighted in red.	P	
20	High Score	Played a game with score 0.	Scores of zero should not be added to the list.	Scores of zero should not be added to the list.	P	

21	High Score	Hit ESC in High score	Return to menu	Return to menu	P	
22	High Score	Hit Enter in High score	Return to menu	Return to menu	P	
23	High Score	Hit Space in High score	Return to menu	Return to menu	P	
24	Credits	Hit ESC in Credits	Return to menu	Return to menu	P	
25	Credits	Hit Enter in Credits	Return to menu	Return to menu	P	
26	Credits	Hit Space in Credits	Return to menu	Return to menu	P	
27	Game Play	Hit ESC in Game play	Return to High score as if the player died	Return to High score as if the player died	P	
28	Game Play	Hit Space in Game play	Fires a shot	Fires a shot	P	
29	Game Play	Hit F in Game play	Fires a shot	Fires a shot	P	
30	Game Play	Hit Left Arrow in Game play	Move hovercraft to the left relative to the global coordinates.	Move hovercraft to the left relative to the global coordinates.	P	
31	Game Play	Hit Right Arrow in Game play	Move hovercraft to the right relative to the global coordinates.	Move hovercraft to the right relative to the global coordinates.	P	
32	Game Play	Hit Up Arrow in Game play	Move hovercraft forward relative to the global coordinates.	Move hovercraft forward relative to the global coordinates.	P	
33	Game Play	Hit Down Arrow in Game play	Move hovercraft back relative to the global coordinates.	Move hovercraft back relative to the global coordinates.	P	
34	Game Play	Hit Q in Game play	Rotate the hovercraft to left.	Rotate the hovercraft to left.	P	
35	Game Play	Hit E in Game play	Rotate the hovercraft to right.	Rotate the hovercraft to right.	P	
36	Game Play	Hit W in Game play	Move the hovercraft forward relative to rotation.	Move the hovercraft forward relative to rotation.	P	
37	Game Play	Hit S in Game play	Move the hovercraft back relative to rotation.	Move the hovercraft back relative to rotation.	P	
38	Game Play	Hit A in Game play	Move the hovercraft left relative to rotation.	Move the hovercraft left relative to rotation.	P	

39	Game Play	Hit D in Game play	Move the hovercraft right relative to rotation.	Move the hovercraft right relative to rotation.	P	
40	Game Play	Hit P in running Game play	Pause the game.	Pause the game.	P	
41	Game Play	Hit P in paused Game play	Un-pause the game.	Un-pause the game.	P	
42	Game Play	Starting a new game session.	Score: 0	Score: 0	P	
43	Game Play	Starting a new game session.	Money: 100	Money: 100	P	
44	Game Play	Starting a new game session.	Ammo: 100	Ammo: 100	P	
45	Game Play	Starting a new game session.	Health: 100	Health: 100	P	
46	Game Play	Starting a new game session.	Time: 00:00:00	Time: 00:00:00	P	
47	Game Play	Starting a new game session.	Kills: 0	Kills: 0	P	
48	Game Play	Killing small boat	Require 3 shots to be killed.	Require 3 shots to be killed.	P	
49	Game Play	Killing gun boat	Require 8 shots to be killed.	Require 8 shots to be killed.	P	
50	Game Play	Killing small gun turrets	Require 5 shots to be killed.	Require 5 shots to be killed.	P	
51	Game Play	Killing large gun turrets	Require 10 shots to be killed.	Require 10 shots to be killed.	P	
52	Game Play	The players health reaches zero.	Player dies.	Player dies.	P	
53	Game Play	Being aimed at by gun turrets.	Gun turrets should track the player the shortest path in all directions.	Gun turrets should track the player the shortest path in all directions.	P	
54	Game Play	Hitting a health package.	Increase player's health by 25.	Increase player's health by 25.	P	
55	Game Play	Hitting a money package.	Increase player's money by 100.	Increase player's money by 100.	P	
56	Game Play	Hitting a ammo package.	Increase player's ammo by 20.	Increase player's ammo by 20.	P	
57	Game Play	Firing a shot.	Decrease player's ammo by 1	Decrease player's ammo by 1	P	
58	Game Play	Hitting enemy vessels.	Collision damage on enemy.	Collision damage on enemy.	P	
59	Game Play	Hitting enemy vessels.	Collision damage on player.	Collision damage on player.	P	

60	Game Play	Hitting the bank of the river on right hand side.	Collision damage on player.	Collision damage on player.	P	
61	Game Play	Hitting the bank of the river on left hand side.	Collision damage on player.	Collision damage on player.	P	
62	Game Play	Hitting the bank of the river going forward.	Collision damage on player.	Collision damage on player.	P	
63	Game Play	Hitting the bank of the river going backward.	Collision damage on player.	Collision damage on player.	P	
64	Game Play	Hitting enemy vessels.	Collision occurs when the outer boundaries of ships overlap.	Collision occurs when the outer boundaries of ships overlap.	P	
65	Game Play	Killing an enemy.	Increase the number of kills on the scoreboard by one.	Increase the number of kills on the scoreboard by one.	P	
66	Game Play	Killing an enemy.	Increase the score on the scoreboard by 10 points.	Increase the score on the scoreboard by 10 points.	P	
67	Game Play	Hitting the red mark	Ends level	Ends level	P	
68	Game Play	Ends first level	Next level loaded.	Next level loaded.	P	
69	Game Play	Ends last level	Game ends and the High Score screen is shown	Game ends and the High Score screen is shown	P	
70	Game Play	Hitting a package.	Collision occurs when the outer boundaries of ships overlap with the package.	Collision occurs when the outer boundaries of ships overlap with the package.	P	