SE 3XA3: Test Report
Title of Project

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This document is meant to show

1 Functional Requirements Evaluation

1.1 Functional Requirements

1. Run on Google Chrome, Mozilla Firefox, Microsoft Edge and Apple Safari browsers.

2. The game shall contain pre-game, playing, post-game, and paused states.

3. When initially ran, the pre-game screen shall show first.

4. On the pre-game screen, if the play button is pressed, the playing screen shall show.

5. On the press of the pause button during playing, the pause state shall show.

6. On the press of the pause button while paused, the playing state shall appear again.

7. The playing screen shall always display the player character, score and lives.

8. Every time the player character is hit by an enemy, the lives count shall decrease by one.

9. When the fire button is pressed, the player character will fire a projectile.

10. If a projectile hits an enemy, the enemy will be removed, that enemy's death action will occur and the score will be incremented.

Table 1: **Revision History**

Date	Version	Notes
2018-11-23 1	0.0	Added personal info to document

11. If zero lives remain and the player character is hit, the game shall enter the post game screen.

12. After a set amount of time, an enemy character shall appear. He shall shoot at the player character.

13. If a large asteroid is hit, it will separate into 3 medium asteroids and the score shall be incremented.

14. If a medium asteroid is hit, it will separate into 3 small asteroids and the score shall be incremented.

15. If a small asteroid is hit, it will be removed and the score shall be incremented.

16. No player character can spawn if there is an asteroid near by.

17. Bullets must be removed after a set amount of time on screen

18. Projectiles move relative to player speeds.

19. If the game is not muted the game will play a sound when the user fires.

20. If the game is not muted the game will play a sound when the alien fires.

21. If the game is not muted the game will play a sound when the user loses a life.

22. If the game is not muted the game will play a sound when an asteroid is destroyed.

23. If the game is muted no sound will play.

1.2   Evaluation

1.2.1   Requirement 1

Run on Google Chrome, Mozilla Firefox, Microsoft Edge and Apple Safari browsers.

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1.2.2 Requirement 2

The game shall contain pre-game, playing, post-game, and paused states.

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2 Nonfunctional Requirements Evaluation

2.1 Usability

2.2 Performance

2.3 etc.

3 Comparison to Existing Implementation

This section will not be appropriate for every project.

4 Unit Testing

5 Changes Due to Testing

6 Automated Testing

In

7 Trace to Requirements

8 Trace to Modules

9 Code Coverage Metrics

No formal code coverage software was used for this project based on the decision made by the team to move away from automated testing as explained

above. However throughout the development of this project specifically during the MIS portion the team went through all individual function for this project and stay strictly to manual tests, the