

Test Plan (CS03):

Purpose	Test Data	Expected Result	Actual Result
Commission ship to squadron with deduction from the war chest	Commissioning the ship	Current war chest is reduced by the commission fee	Commission fee is not deducted
Adding prize to war chest after winning the encounter	Encounter, war chest	Prize money is added to the war chest	Prize money successfully added to the war chest
Checking losing battle by low battle skill	Encounter	Prize money is deducted, ship is sunk, battle is lost	Deduct prize money, ship sunk, battle lost
Checking battle availability when ship is sunk	Encounter, ship	Ship cannot participate; battle unavailable	Battle is not available. Ship is sunk
Decommission ship and add half of commission fee to war chest	Decommissioning the ship	Ship is removed from squadron, half of the commission fee is added to the war chest, ship appears in the reserve fleet	Money not added back, rest works as expected
Ending game when war chest is in debt and no ships are available	Game	Game ends with defeat message if war chest is empty and no ships can be retired	Game not ended. No message
Participation in Blockade with ship without pinnace	Encounter	Message that ship cannot enter blockade due to missing pinnace	Encounter happens
Checking Restore method in Squadron class	Status of ships	Ship status changes from RESTING to ACTIVE	Status successfully changed
Checking Admiral's state functionality	Status of admiral	Admiral's name, current war chest balance, squadron, and reserve fleet shown	Got admiral's name, current balance only
Checking save and load methods	Olenka.dat	Game state is saved to file and successfully restored from it	Saved and loaded successfully