

M6 Testing Deliverable: Group 64

(The tests we are implementing are numbered in bold at the end)

The implementation requirements for Milestone 6 includes upgrading towers using game money and allowing them to do more damage and/or have a broader range of attacking effect. It also requires us to implement a final boss that is the last enemy before beating the game. After the final boss is defeated, a win game screen with at least three statistics need to be displayed, and should allow the user to either restart the game or close the app. As a result, we test the following functionalities regarding each category:

For tower upgrade, we test the following functionalities:

- **Tower upgrades deduct the correct amount of money (1)**
- **The designated button correctly upgrades the designated tower (2)**
- **Tower upgrades will not occur if the user does not have sufficient money (3)**
- **An upgraded tower deals more damage to enemies than an original tower (4)**

For the final boss, we test the following functionalities:

- **The final boss has a larger amount of health than the other enemies (5)**
- **The final boss is defeated when its health reaches 0 (6)**
- **When the final boss is defeated, the win game screen appears (7)**

For the win game screen, we test the following functionalities:

- **The statistics from the game are displayed on the screen (8)**
- **The statistics from the game are carried over to the game over screen (9)**
- **The user is able to restart the game from the win game screen (10)**