Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
1.1	When given a player controlling less than 25 (5) sectors, does the unit allocation system return the correct (base) value. Does not account for sector weights.	F7.1		Run unit test UnitAllocationTest.BaseRate()
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the base value of units to be given to a player (currently 5)	5	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
1.2	When given a player controlling less than 25 (0) sectors, does the unit allocation system return the correct (base) value. Does not account for sector weights.	F7.1		Run unit test UnitAllocationTest.BaseRate()
	Test Data:			

	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the base value of units to be given to a player (currently 5)	0	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
2	When given a player controlling 3 sectors, with bonus values of 0, 1, and 2 respectively, the system returns the correct value (base + total of bonus). Does not account for sector weights.	F7.1		Run unit test UnitAllocationTest.withLandmarkBonus()
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the total of the base value and the total bonuses of the sectors passed (5 + (0 + 1 + 2)).	8	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
3.1	When given a player controls 25 or more (26) sectors, the system returns the correct value (base + 1 extra troop for every 5 sectors over 20)	F7.1		Run unit test UnitAllocationTest.withControlBonus()
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the total of the base value and the control bonus (5 + 1)	6	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
3.2	When given a player controls 25 or more (25) sectors, the system returns the correct value (base + 1 extra troop for every 5 sectors over 20)	F7.1		Run unit test UnitAllocationTest.withControlBonus()
	Test Data:			

	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the total of the base value and the control bonus (5 + 1)	6	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
3.3	When given a player controls 25 or more (25) sectors, the system returns the correct value (base + 1 extra troop for every 5 sectors over 20)	F7.1		Run unit test UnitAllocationTest.withControlBonus()
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the value of the base of units to be given to a player (5), since there is no control bonus to be given.	5	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
4	When there is a given control bonus and a given landmark bonus the system returns the correct value.	F7.1		Run unit test UnitAllocationTest.withBothBonus
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The function returns the total of the base value, the control bonus, and the landmark bonus (5 + 3 + 35)	43	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Daniel	Unit test	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
5	When the game is launched, the system displays the map to the user.	F11.2		Run the desktop launcher and observe that the map is displayed correctly.
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***

	Map is displayed correctly.	Map is displayed correctly.	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Daniel	Lewis	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
6	When the user hovers the mouse over a sector, the sector name is displayed in the top left corner	F11.2		Run Desktop Launcher, move mouse over a named sector, then observe to see if the correct name is displayed in the top left corner.
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	“Ron Cooke Hub” is displayed in the top left when the mouse is hovered over the sector corresponding to the Ron Cooke Hub.	Text is correctly displayed as anticipated	Pass	Not all sectors currently have names, so this test has been performed on a sector that does. When unnamed sectors are given names this functionality will work for them.
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***

	Lewis	Lewis	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
7	When the user left clicks on a sector, the information for that sector is displayed in a box in the bottom right corner of the screen.	F11.2		Run Desktop Launcher, left click on a sector, and observe that a box containing the information for this sector
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	When Ron Cooke Hub sector is clicked, a box will appear in the bottom right corner containing the following: Name: Ron Cooke Hub College: Units: 0 Bonus: 0	Information box displayed as expected.	Pass	Not all sectors currently have information to display, so this test was conducted for a sector that does. When these sectors have information added for them, this functionality will work.
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Lewis	Lewis	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
8	When the user moves the cursor over a given sector, the sector will be highlighted with a semi transparent box over the sector.	F11.2		Run Desktop Launcher and move the mouse over a few sectors watching to see if they are highlighted.
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The sector that the mouse is over will be highlighted by a box.	The sector that the mouse is hovering over is highlighted by a red, semi transparent box.	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Daniel	Lewis	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
9	When the conflict resolution function is run one hundred times, it will only return the victor and an integer representing the remaining number of units.	F9.1		Run unit test, ConflictResolutionTest.resolveConflict().
	Test Data:			

	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The test should return 100 conflict results, containing the victor of the conflict and an integer representing the number of units left on the victor's sector.	The test returned 100 valid conflict results.	Pass	
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***
	Daniel	Daniel	21/01/2018	21/01/2018

Test ID	***Description of Test:***	***Related Requirements:***	***Prerequisites:***	***Procedure:***
10	When the unit allocation is run with a negative value for landmark bonus, the system corrects this bonus value to 0 and returns the correct value.	F7.1		Run unit test UnitAllocationTest.negativeLandmarkBonus()
	Test Data:			
	Expected Result:	***Actual Result:***	***Pass or Fail:***	***Notes:***
	The test returns the base rate (5)	5	Pass	No control bonus was included for this test as only 3 sectors were used for the input
	Author:	***Executed by:***	***Date of Creation:***	***Date of Execution:***

	Lewis	Lewis	21/01/2018	21/01/2018