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| **Person Testing** | **Time Of Test** | **Test Description** | **Outcome** |
| Tejasvi K. | 5/24/2016  10:05 AM | GUI window appears and takes up full width of screen and almost the whole height. | Success. GUI window appeared within proper size. |
| Tejasvi K. | 5/24/2016  10:13 AM | Landscape is randomly generated and landing zones are created appropriately. | Success. Applet was restarted multiple times in order to ensure that the landscape and landing zones are properly being generated. The landing zones appear in a different color than the rest of the landscape. |
| Tejasvi K. | 5/24/2016  10:19 AM | Once the applet is opened the space bar works properly to begin the game. | Success. After the applet was opened up the space bar worked as intended to start the game. |
| Tejasvi K. | 5/24/2016  10:24 AM | Rocket appears in the proper initialized spot within the GUI. | Success. Through multiple runs the rockets always starts at the intended spot. |
| Tejasvi K. | 5/24/2016  10:30 AM | The player info is all proper displayed within the GUI. | Success. The numbers and phrases displayed to the player at the top of the screen is properly functioning and outputting the right information. |
| Tejasvi K. | 5/24/2016  10:35 AM | The rocket movement is properly functioning without user input. | Success. The rocket moves properly without user input. The applet was run multiple times in order to ensure that the rocket movement functions. |
| Tejasvi K. | 5/24/2016  10:40 AM | When the rocket goes near the landscape the screen properly zooms into the location. | Success. The rocket was taken near the landscape multiple times to ensure that the screen properly zooms. |
| Tejasvi K. | 5/28/2016  12:40 PM | The rocket rotates properly based on the right and left arrow keys from the keyboard input. | Success. The rocket properly rotates based on the user input. The rocket does not rotate past the horizontal line on the right and left side. |
| Tejasvi K. | 5/28/2016  12:43 PM | The propulsion systems of the rocket properly apply force in the direction the rocket is facing. | Success. The rocket’s motion is altered based on the use input for the up arrow and the direction the rocket is facing. |
| Tejasvi K. | 5/28/2016  12:46 PM | The landingzone point values are properly placed and displayed under each landing zone. (TEST 1) | Failure. The numbers are placed slightly above where they should be. The appear to show in the landscape itself. |
| Tejasvi K. | 5/28/2016  12:46 PM | The landingzone points are flashing properly to get the user's attention. | Success. The the landing zones points appear to flash every few seconds to ensure that the user know how many points each landing zone is worth. |
| Tejasvi K. | 5/28/2016  12:57 PM | When the rocket collides with the landscapes the rocket should explode. | Success. When the rocket improperly has a contact with the landscape an explosion is created. |
| Tejasvi K. | 5/28/2016  1:00 PM | The rocket explosion is properly done when the rocket collides with the landscape. | Success. The rocket itself is not draw anymore but instead various pieces of the rocket are drawn to show the explosion. The explosion last for a certain amount before the rocket resets. |
| Tejasvi K. | 5/28/2016  1:04 PM | The stars are randomly generated properly placed within the viewing screen. | Success.The stars appear randomly on the screen enhancing the view of the game. |
| Tejasvi K. | 5/28/2016  1:06 PM | The rocket properly lands when all the conditions for a proper landing are met. | Success. The rocket properly lands when the speed is below a certain value and the rocket is in the proper orientation. |
| Tejasvi K. | 5/28/2016  1:18 PM | Once the rocket lands a certain amount of time is elapsed before the rocket resets. | Success. Once the rocket has landed it stays in place for a few seconds before resetting its position. |
| Tejasvi K. | 5/28/2016  1:28 PM | When the rocket runs out of fuel the game is over and the rocket stays in motion until it crashes. Additionally the phrase “Game Over” is displayed. | Success. Once the rocket has run out of fuel the rocket keeps moving until it crashes. While it is moving “Game Over” is displayed. |
| Tejasvi K. | 5/28/2016  1:28 PM | When the rocket goes out of bounds the rocket should explode and reset. (TEST 1) | Failure. If the rocket leaves the viewing screen then the rocket just continues to move without exploding. |
| Tejasvi K. | 5/30/2016  11:28 PM | When the rocket goes out of bounds the rocket should explode and reset. (TEST 2) | Success. The rocket will explode when it goes out of the screen. Once it explodes it resets its position. |
| Tejasvi K. | 5/30/2016  11:31 PM | The landingzone point values are properly placed and displayed under each landing zone. (TEST 1) | The landing zone points values are right under each landing zone. The point values are flashing to grab the player’s attention. |