**Test Cases Tanks Game**

# Introduction

This document contains test cases for tanks game. The purpose of this document is to test the different scenarios of tanks game.

# Test Cases

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| **Serial number** | **Test Case** | **Expected Result** |
| 1 | Two tanks from opposite team attacks each other’s target at same time | Both tank’s health must be updated and sent to admin without loss of any data |
| 2 | Two or more tanks from opposite team attacks each other’s target at same time | All of the tank’s health must be updated and sent to admin without loss of any data |
| 3 | Multiple tanks from opposite team attacks on multiple targets of one tank | Brain of the tank must be able to receive the all target’s shot update |
| 4 | Power goes down during the game | Tank must be able to restore the current state after power goes down |
| 5 | Battery is low | If battery is extremely low, then game must not start until recharged |
| 6 | Connection out of range | If brain is out of range to the admin, it must store the data until the connection is re established |
| 7 | Data encryption | Data communication must be secure between target and brain as well as brain and admin |
| 8 | If brain is waiting to send the data to the admin, and it gets shot meanwhile | Brain must be able to detect any shot hit while waiting to send the data to the admin |
| 9 | A tank is hit on a single target multiple times at a fast rate | Tank must be able to detect multiple number of shots hit at a fast rate |
| 10 | A tank’s score is now zero, can it be respawn? | Clarification needed [ should admin allow respawn if hit multiple times on some extra cash] |
| 11 | If all tanks are died, and last tanks shot each other at the same time | The game should be then draw or tie. |