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| **Test ID** | **Description** | **Related Requirement** | **Category** | **Author** | **Status** |
| test\_1.1 | Testing that the ‘position’ and ‘topRight’ variables are initialised correctly for the Entity Class | UR\_four\_trucks  FR\_truck\_movement | Functional,  Unit | Bruno  Davies | Pass |
| test\_1.2 | Testing that setPosition() of the Entity class will allow for the boundary  input of 0 | UR\_four\_trucks  FR\_truck\_movement  FR\_precision | Functional,  Unit | Bruno  Davies | Pass |
| test\_1.3 | Testing that passing negative numbers to the setPosition() function of the Entity class throws an  IllegalArgumentException | UR\_four\_trucks  FR\_truck\_movement  FR\_precision | Functional,  Unit | Bruno  Davies | Pass |
| test\_1.4 | Testing that the entity responds correctly to a changing texture | UR\_minigame  FR\_minigame\_opponents | Functional,  Unit | Peter  Clark | Pass |
| test\_2.1 | Test to ensure default  constructors for the Unit class work as  intended via getters | UR\_fresh\_health  FR\_auto\_repair | Functional,  Unit | Bruno  Davies | Pass |
| test\_2.2.1 | Test if the Unit class’ isDead() function works when health is above 0 | UR\_six\_ETS  FR\_enemies\_die  FR\_engine\_destroyed | Functional,  Unit | Bruno  Davies | Pass |
| test\_2.2.2 | Test if the Unit class’ isDead() function works when health is zero | UR\_six\_ETS  FR\_enemies\_die  FR\_engine\_destroyed | Functional,  Unit | Bruno  Davies | Pass |
| test\_2.3 | Test if the Unit class’ setCurrentHealth() function throws an IllegalArgumentException when health is negative | UR\_fresh\_health  FR\_auto\_repair | Functional,  Unit | Bruno  Davies | Pass |
| test\_2.4.1 | Test if the Unit class’ setCurrentHealth() function  will cap the health input to the max from constructor | UR\_fresh\_health  FR\_auto\_repair | Functional,  Unit | Bruno  Davies | Pass |
| test\_2.4.2 | Test if the Unit class’ addHealth() function will add health (not hitting max health) | UR\_six\_ETS  UR\_station\_refill  FR\_fortress\_recover | Functional  Unit | Bruno  Davies | Pass |
| test\_2.4.3 | Test if setCurrentHealth()  will cap the additional  health to maxHealth | UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | Bruno  Davies | Pass |
| test\_2.4.4 | Test if addHealth() will take the absolute value of the parameter passed to it | UR\_six\_ETS  UR\_station\_refill  FR\_fortress\_recover | Functional  Unit | Bruno  Davies | Pass |
| test\_2.5.1 | Test if the Unit class’ takeDamage() works  within a standard range  (not 0 or negatives) | UR\_four\_trucks  FR\_engine\_fire | Functional  Unit | Bruno  Davies | Pass |

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| test\_2.5.2 | Test if takeDamage() prevents the health from going below zero. . | UR\_four\_trucks  FR\_engine\_fire | Functional  Unit | Bruno  Davies | Pass |
| test\_3.1.1 | Test to ensure default  constructor for the Projectile class works as intended via getters | UR\_four\_trucks  FR\_engine\_fire | Functional  Unit | Bruno  Davies | Pass |
| test\_3.1.2 | Test to ensure second  constructor for the Projectile class works as  intended via getters | UR\_four\_trucks  FR\_engine\_fire | Functional  Unit | Bruno  Davies | Pass |
| test\_3.2 | Test if the Projectile class’ setLength() function  correctly sets the length with standard values | UR\_four\_trucks  FR\_precision  FR\_engine\_fire | Functional  Unit | Bruno  Davies | Pass |
| test\_3.3.1 | Test if the Projectile correctly identifies that it has hit a Unit | UR\_four\_trucks  UR\_patrols  FR\_engine\_fire  FR\_patrols\_attack | Functional  Unit | Peter  Clark | Pass |
| test\_3.3.2 | Test if the Projectile correctly identifies that it has not hit a Unit | UR\_four\_trucks  UR\_patrols  FR\_engine\_fire  FR\_patrols\_attack | Functional  Unit | Peter  Clark | Pass |
| test\_4.1.1 | Test to ensure default  constructor for the Fortress class works as intended for Level 1 | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | Bruno  Davies | Pass |
| test\_4.1.2 | Test to ensure default  constructor for the Fortress class works as intended for Level 2 | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | Bruno  Davies | Pass |
| test\_4.1.3 | Test to ensure default  constructor for the Fortress class works as intended for Level 3 | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | Bruno  Davies | Pass |
| test\_4.1.4 | Test to ensure default  constructor for the Fortress class works as intended for Level 4 | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | DicyCat | Pass |
| test\_4.1.5 | Test to ensure default  constructor for the Fortress class works as intended for Level 5 | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | DicyCat | Pass |
| test\_4.1.6 | Test to ensure default  constructor for the Fortress class works as intended for Level 6 | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | DicyCat | Pass |
| test\_4.2 | Test to ensure the aliens are initialised in the correct positions for a given level | UR\_select\_level  UR\_fresh\_health  FR\_auto\_repair | Functional  Unit | Peter  Clark | Pass |
| test\_4.3.1 | Tests that the ‘getters’ for the Fortress’ weapons work as intended | UR\_six\_ETs  FR\_fortresses\_attack | Functional  Unit | Peter  Clark | Pass |
| test\_4.3.2 | Test that the ‘setter’ for the fortress’ health works as intended | UR\_six\_ETs  FR\_fortress\_recover | Functional  Unit | Peter  Clark | Pass |
| test\_4.3.3 | Test that the ‘setter’ for the alien positions related to a fortress works as expected | UR\_patrols  FR\_patrols\_areas | Functional  Unit | Peter  Clark | Pass |
| test\_5.1 | Test to ensure default  constructor for the Character class works as  intended via getters | UR\_four\_trucks | Functional  Unit | Bruno  Davies | Pass |
| test\_5.2 | Testing to make sure  setTarget sets the character’s target  to the given unit | UR\_four\_trucks | Functional  Unit | Bruno  Davies | Pass |

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| test\_6.1 | Test to ensure default  constructor works as  intended for the FireTruck class via getters | UR\_refill\_warning | Functional  Unit | Bruno  Davies | Pass |
| test\_6.2.1 | Testing that the FireTruck class’ updateCurrentWater() function works with standard input | UR\_four\_trucks  UR\_refill\_warning | Functional  Unit | Bruno  Davies | Pass |
| test\_6.2.2 | Testing that updateCurrentWater()  allows the water value to remain at 0 | UR\_four\_trucks  UR\_refill\_warning | Functional  Unit | Bruno  Davies | Pass |
| test\_6.2.3 | Testing that UpdateCurrentWater()  if in the negative water  level sets it to zero | UR\_four\_trucks  UR\_refill\_warning | Functional  Unit | Bruno  Davies | Pass |
| test\_6.2.4 | Test if the truck moves correctly when commanded | UR\_four\_trucks | Functional,  Unit | Peter  Clark | Pass |
| test\_6.2.5 | Test if the truck returns to its original position if it is moved equally in all directions | UR\_four\_trucks | Functional,  Unit | Peter  Clark | Pass |
| test\_6.3.1 | Test if the truck changes direction to suit a given key being pressed | UR\_four\_trucks | Functional,  Unit | Peter  Clark | Pass |
| test\_6.3.2 | Test if the truck turns diagonally if two adjacent arrow keys are pressed at once. | UR\_four\_trucks | Functional,  Unit | Peter  Clark | Pass |
| test\_6.4.1 | Test that the truck moves if there are no obstacles in its way and it is not at the edge of the screen | UR\_four\_trucks | Functional,  Unit | Peter  Clark | Pass |
| test\_6.4.2 | Tests that the truck does not move when there is an obstacle in its way. | UR\_four\_trucks | Parameterised,  Functional,  Unit | Peter  Clark | Pass |
| test\_6.5.1 | Tests whether the truck’s speed doubles when the ‘double speed’ power up is activated | UR\_interest  FR\_powerup | Functional,  Unit | Peter  Clark | Pass |
| test\_6.5.2 | Tests whether the truck’s damage doubles when the ‘double damage’ power up is activated | UR\_interest  FR\_powerup | Functional,  Unit | Peter  Clark | Pass |
| test\_6.5.3 | Tests whether the truck’s range doubles when the ‘double range’ power up is activated | UR\_interest  FR\_powerup | Functional,  Unit | Peter  Clark | Pass |
| test\_6.5.4 | Tests whether the truck’s maximum health and current health increase when the ‘increase max health’ power up is activated | UR\_interest  FR\_powerup | Functional,  Unit | Peter  Clark | Pass |
| test\_6.5.5 | Tests whether the truck is unable to be damaged when the ‘infinite health’ power up is activated | UR\_interest  FR\_powerup | Functional,  Unit | Peter  Clark | Pass |
| test\_6.6.1 | Tests whether the ‘setter’ for the FireTruck’s water works as expected | UR\_station\_refill | Functional,  Unit | Peter  Clark | Pass |
| test\_6.6.2 | Tests whether the ‘setter’ for the FireTruck’s health works as expected | UR\_station\_refill | Functional,  Unit | Peter  Clark | Pass |
| test\_7.1 | Test to ensure default  constructor works as  intended for the Alien class via getters (not including those in the Entity class) | UR\_patrols | Functional  Unit | Bruno  Davies | Pass |
| test\_7.2.1 | Test if the Alien class’ truckInRange() function will set a new target with an in-range **mocked** truck | UR\_patrols  UR\_attack\_notification  FR\_precision | Mocking  Functional  Unit | Bruno  Davies | Pass |
| test\_7.2.2 | Test if truckInRange() will not change the target for a **mocked** truck not in range | UR\_patrols  UR\_attack\_notification  FR\_engine\_destroyed  FR\_precision | Mocking  Functional  Unit | Bruno  Davies | Pass |
| test\_7.2.3 | Test if truckInRange() will set target to null if current target has no health | UR\_patrols  UR\_attack\_notification  FR\_engine\_destroyed  FR\_precision | Mocking  Functional  Unit | Bruno  Davies | Pass |
| test\_7.2.4 | Tests whether the Alien changes its waypoint when the previous one is reached | UR\_patrols  FR\_patrols\_areas | Functional,  Unit | Peter  Clark | Pass |
| test\_7.2.5 | Tests whether the Alien returns to its initial waypoint once all waypoints have been reached | UR\_patrols  FR\_patrols\_areas | Functional,  Unit | Peter  Clark | Pass |
| test\_7.2.6 | Tests whether the alien moves towards its given waypoint | UR\_patrols  FR\_patrols\_areas | Functional,  Unit | Peter  Clark | Pass |
| test\_7.2.7 | Tests whether an Alien moves towards the Fire Station along the x-axis | UR\_patrols  FR\_patrols\_areas  FR\_move\_towards\_station | Functional,  Unit | Peter  Clark | Pass |
| test\_7.2.8 | Tests whether an Alien moves towards the Fire Station along the y-axis if at the correct x position | UR\_patrols  FR\_patrols\_areas  FR\_move\_towards\_station | Functional,  Unit | Peter  Clark | Pass |
| test\_7.3.1 | Tests that aliens loop through all wayPoints | UR\_minigame,  UR\_patrols | Mocked | DicyCat | Pass |
| test\_7.3.2 | Tests that the ‘updateTimeSinceAttack’ function in the Alien class does as expected | UR\_patrols  FR\_patrols\_attack | Functional,  Unit | Peter  Clark | Pass |
| test\_7.3.3 | Tests that the ‘resetTimeSinceAttack’ in the Alien class sets the time back to 0 | UR\_patrols  FR\_patrols\_attack | Functional,  Unit | Peter  Clark | Pass |
| test\_8.1.1 | Tests that the bomb inside minigame does damage | UR\_minigame  FR\_minigame\_opponents  FR\_minigame\_bomb | Functional,  Mocked | DicyCat | Pass |
| test\_8.1.2 | Tests the correct functioning of minigame’s character’s constructor | UR\_minigame, | Functional,  Mocked | DicyCat | Pass |
| test\_8.1.3 | Tests the correct functioning of minigame’s character’s unit-setter function | UR\_minigame, | Functional,  Mocked | DicyCat | Pass |
| test\_8.2.1 | Tests that the PowerUp class is initialised correctly | UR\_interest  FR\_powerup | Functional.  Unit | Peter  Clark | Pass |
| test\_9.1.1 | Test the start screen  appears when opening the game for the first time | UR\_start\_screen  UR\_music  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.1.2 | Test start screen comes back in correct position when coming back from Level select page | UR\_start\_screen  UR\_music  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.1.3 | Test start screen comes back in correct position when coming back from settings page | UR\_start\_screen  UR\_music  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.1.4 | Test start screen comes back in correct position when coming back from instructions page | UR\_start\_screen  UR\_music  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.1.5 | Test start screen comes back in correct position when coming back from credits page | UR\_start\_screen  UR\_music  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.2.1 | Test that the next levels become unlocked when  finishing all levels. | UR\_start\_screen  UR\_select\_level  UR\_fresh\_health  UR\_music  FR\_auto\_repair  FR\_new\_level  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.2.2 | Test that the next levels do not become unlocked when finishing level 1 and 2 but failing 3 | UR\_select\_level  UR\_fresh\_health  UR\_music  FR\_end\_game  FR\_auto\_repair  FR\_new\_level  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.2.3 | Test that level 3 does not become unlocked when finishing only level 1 and failing 2 | UR\_save\_load\_quit  UR\_select\_level  UR\_fresh\_health  UR\_music  UR\_collisions  FR\_end\_game  FR\_auto\_repair  FR\_new\_level  FR\_play\_music  FR\_security | Manual | NP  Studios | Pass |
| test\_9.2.4 | Test that the next levels become unlocked when completing some levels, closing the game, and then opening it again | UR\_start\_screen  UR\_select\_level  UR\_fresh\_health  UR\_music  UR\_collisions  FR\_auto\_repair  FR\_new\_level  FR\_play\_music | Manual | NP  Studios | Pass |
| test\_9.2.5 | Test that the next level does not become unlocked if a level is quit halfway through playing | UR\_save\_load\_quit | Manual | NP  Studios | Pass |
| test\_10.1 | Tests that the pause screen appears when the Escape button is pressed | UR\_pause  FR\_pause\_inlevel | Manual | Dalai  Java | Pass |
| test\_10.2.1 | Tests that the user completes a level once the health of the enemy base has been reduced to 0 | UR\_ease  FR\_end\_game | Manual | Dalai  Java | Pass |
| test\_10.2.2 | Tests that the user fails a level if all of their Fire Engines have been destroyed | UR\_ease  FR\_end\_game | Manual | Dalai  Java | Pass |
| test\_10.2.3 | Tests that a ‘win’ screen appears when the user completes a level | UR\_ease  UR\_end\_game\_screen  FR\_end\_game | Manual | Dalai  Java | Pass |
| test\_10.2.4 | Tests that a ‘lose’ screen appears when the user does not complete a level | UR\_ease  UR\_end\_game\_screen  FR\_end\_game | Manual | Dalai  Java | Pass |
| test\_10.3.1 | Tests whether a ‘warning’ icon appears when the selected FireEngine’s water level is below 20 | UR\_refill\_warning | Manual | Dalai  Java | Pass |
| test\_10.3.2 | Tests whether a destroyed Fire Station prevents an engine from repairing or refilling | UR\_station\_refill  FR\_no\_refill | Manual | Dalai  Java | Pass |
| test\_10.4.1 | Tests whether a warning icon appears when the fire engine is 15 seconds away from being destroyed | UR\_attack\_notification | Manual | Dalai  Java | Pass |
| test\_10.4.2 | Tests whether the user is unable to move through obstacles | UR\_collisions  FR\_deny\_collsion | Manual | Dalai  Java | Pass |
| test\_10.4.3 | Tests whether a timer appears on the screen as the game is being played | UR\_attack\_notification  FR\_display\_timer | Manual | Dalai  Java | Pass |
| test\_10.5.1 | Tests that the minigame begins when the level is complete | UR\_minigame  FR\_open\_minigame | Manual | Dalai  Java | Pass |
| test\_10.5.2 | Tests the character jumps correctly in the minigame | UR\_minigame,  NFR\_artwork,  NFR\_user\_interaction | Manual | DicyCat | Pass |
| test\_10.5.3 | Tests that projectiles for aliens are re-enabled after the minigame | UR\_minigame | Manual | DicyCat | Pass |
| test\_10.5.4 | Tests that projectiles for firetrucks are re-enabled after the minigame | UR\_minigame | Manual | DicyCat | Pass |
| test\_10..5.5 | Tests that minigame difficulty is constantly increasing | UR\_interest,  UR\_ease,  FR\_level\_gimmicks,  NFR\_main\_focus | Manual | DicyCat | Pass |
| test\_10.6.1 | Tests that the ‘difficulty’ toggle on the Level Select screen can only select one difficulty at once | UR\_difficulty  FR\_select\_difficulty | Manual | Dalai  Java | Pass |
| test\_10.6.2 | Tests that changing the difficulty setting changes the health of the ET Fortress | UR\_difficulty  FR\_select\_difficulty | Manual | Dalai  Java | Pass |
| test\_10.7.1 | Tests that that a specific game state can be saved and loaded, maintaining all aspects of the game at the point at which it was exited. | UR\_save\_load\_quit  FR\_save\_game  FR\_load\_game | Manual | Dalai  Java | Pass |