

Black-box Testing Evidence

Test ID	Test Description	Expected Result	Actual Result	Pass/Fail	Associated Requirement
BB1	Click game executable.	On the running of the game executable the player will be taken to the main menu of the game after load.	On the running of the game executable the player is taken to the main menu of the game after loading.	PASS	C2
BB2	Press start button to begin new game.	When the player presses the start button, a new game will begin dropping the player's character onto the world map.	When the player presses the start button, a new game is started by dropping the player's character onto the world map.	PASS	
BB3	Select character from character wheel	When player selects a character from the character wheel, selected character will illuminate. The character's attributes will be displayed.	Player can select character from a drop down box on the main menu. Neither the character's appearance or attributes are shown.	FAIL	F5 UI1
BB4	Select 'Brick' character type and pressing 'Start' button.	'Brick' character type should be loaded into the map at the Computer Science department with an increased health attribute.	'Brick' character type is loaded into the map at the Computer Science department with a higher health attribute.	PASS	F5
BB5	Select 'Whizz' character type and pressing 'Start' button	'Whizz' character type should be loaded into the map at the Computer Science department with an increased speed attribute.	'Whizz' character type should be loaded into the map at the Computer Science department with evidently increased speed.	PASS	F5
BB6	Press 'Exit' button	When the player presses the 'Exit'	When the players presses the	PASS	F15

		button, the game exits and ends.	'Exit' button the game ends and exits.		
BB7	Press 'Esc/Pause' button	When the player presses the 'Pause' button the pause menu will load and gameplay halted.	When the player presses the 'Esc/Pause' button the pause menu will load and gameplay halted. Pause menu asks user if they wish to 'resume' or 'exit'.	PASS	F10 F14
BB8	Press 'Resume' button from pause screen.	When player presses 'Resume' button on pause screen, the player should return to their current game at the same point as when paused.	On pressing the 'Resume' button the player re-enters the game from the same point as when they pressed paused.	PASS	F14
BB9	Press 'M' key	When the player presses the 'M' key, an image of the world maps loads. Second tap closes the map.	N/A- Not yet implemented	FAIL	
BB10	Enter one of the prime world map locations	Player will be able to enter a location and collect a key which will unlock a new section of the world map.	Player is be able to enter a location and collect a key which will unlock a new section of the world map.	PASS	F4
BB11	Save and load game option	Use is able to save the game before quitting and when starts a new game able to reload that game.	N/A - Not yet implemented	FAIL	
BB12	Health bar is visible on player's viewing screen	Health bar is always visible in one corner other than on the pause menu.	N/A - Not yet implemented	FAIL	
BB13	Walking over a 'Health'	When the player's character walks	When character walks over	FAIL	F3

	pack.	over a health pack the players health increases by 10 for every 'health pack picked up.	'health' powerup the powerup is removed from the map. No visual way to see if health has increased by 10		
BB13.2	Walking over a 'Health' pack	When the player's character walks over a health pack, the health pack disappears from the map.	When the player's character walks over a health pack, the health pack disappears from the map.	PASS	F3
BB14	Walking over the 'Rapid Fire' power up	When the player's character walks over the the 'Rapid Fire' power up the character's weapons fire rate will be maximised.	When the player's character walks over the the 'Rapid Fire' power up the character's weapons fire rate is maximised for 20 seconds and powerup removed from map. If player already has 'Rapid Fire' they are unable to pick up another during that 20 seconds.	PASS	F3
BB15	Walking over the 'Coffee' power up	When the player's character walks over the 'Coffee' power up the player's speed attribute is set to max for 20 seconds.	When the player's character walks over the 'Coffee' power up the player's speed attribute is doubled for 20 seconds. The powerup is then removed from the map. If the player currently already has 'Coffee' powerup, they are unable to pick up another during that 20 seconds.	PASS	F3
BB16	Walking over 'Key' at the Computer Science Department	When the player's character walks over the 'Key' at Computer Science, the 'Key' should	When the player's character walks over the 'Key' at Computer Science, the 'Key'	PASS	F13

		disappear (be collected). The world map should then extend giving the player access to the Ron Cooke Hub.	disappears. The world map extends giving the player access to the Ron Cooke Hub.		
BB17	Walking over 'Key' at the Ron Cooke Hub	When the player's character walks over the 'Key' at the Ron Cooke Hub, the 'Key' should disappear (be collected). The world map should then extend giving the player access to Goodricke College.	When the player's character walks over the 'Key' at the Ron Cooke Hub, the 'Key' disappears (is collected). The world map then extends giving the player access to Goodricke College.	PASS	F13
BB18	Walking over 'Key' at Goodricke College	When the player's character walks over the 'Key' at Goodricke College, the 'Key' should disappear (be collected). A 'Gold lock' should then appear at the bottom right of the world map.	When the player's character walks over the 'Key' at Goodricke College, the 'Key' disappears (is collected). A 'Gold lock' then appears at the bottom right of the world map.	PASS	F13
BB19	Walking over the 'Gold Lock' on the world map.	When the player's characters walks over the 'Gold lock' on the world map the game should end taking the player to the end screen from which they can exit to the main menu.	When the player's characters walks over the 'Gold lock' on the world map the game ends taking the player to the end screen from which they can exit to the main menu.	PASS	F7 F13
BB20	Shooting weapon at Zombies	When the player uses their weapon and right clicks on the Zombie/s a bullet will be shot from the character's weapon. On hitting a zombie the zombie's health will degenerate. Hitting the Zombie	When the player uses their weapon and right clicks on world map location a bullet is shot from character's weapon. Zombies have not yet been implemented so damage to	FAIL	

		twice will result in Zombie's death.	zombies not possible.		
BB21	Visiting the final location on the world map.	On visiting the final location on the world map, the map icon (pressing the 'M' key) will be fully illuminated and the game credit will then automatically run.	On visiting the final location on the current world map, a lock appears which can be unlocked with all the collected keys. Players is taken to an end screen declaring their win.	PASS	F7
BB22	Player's health decreases to the point of reaching 0	If player dies at a location the player restart the game from entering the current location at the boundary of that location.	N/A- Combat not yet implemented so players cannot take damage	FAIL	
BB23	Playing taking damage from Zombie	When the player is struck or walks into a zombie the player's health will be reduced by 5 for each strike.	N/A- Combat not yet implemented	FAIL	F8
BB24	Playing reaching the edge of the location scene	When the player reaches the edge of the location scene or the world map the player will be prevented from moving any further and	When the player reaches the edge of the location scene or the world map the player is prevented from moving any further and	PASS	
BB25	Player's character seen at all points on the map and during the game.	When the player is navigating the character around the map, the player should remain on Player's screen at all points.	When the player navigates the character around the map, the character remains on the players screen at all times.	PASS	

BB26	Camera follows the player's character around map.	The camera should follow around the map at all times but should not pass the boundaries of the world map.	The camera follows the player's character but continues passed the boundaries of the world map.	FAIL	
BB27	Camera follows the player's character around map but not passed map boundaries.	The camera should follow around the map at all times but should not pass the boundaries of the world map.	Camera follows the player's character around world map and does not move passed the map's boundaries.	PASS	
BB28	Pressing the 'W' key on the keyboard	When the player presses or holds the 'W' key the character will walk the upwards in relation to the the world map..	When the player presses or holds the 'W' key the character walks the upwards in relation to the world map.	PASS	F10
BB29	Pressing the 'A' key on the keyboard	When the player presses or holds the 'A' key the character will walk to the left (West) in relation to the world map.	When the player presses or holds the 'A' key the character walks to the left (West) in relation to the world map.	PASS	F10
BB30	Pressing the 'D' key on the keyboard	When the player presses or holds the 'D' key the character will walk to the right (East) in relation to the world map.	When the player presses or holds the 'D' key the character walks to the right (East) in relation to the world map.	PASS	F10
BB31	Pressing the 'S' key on the keyboard	When the player presses or holds the 'S' key the character will walk to downwards in relation to the world map.	When the player presses or holds the 'S' key the character walks downwards in relation to the world map.	PASS	F10