Test Group	Test Name	Test ID	Description	Result	Comments
General	The game loads from a .jar.	5.1	Running the Desktop Launcher starts the game and takes you to the main menu.	Pass	
	The game runs at 30 frames per second on university computers.	5.2	The game has been run on multiple computers in the university computer science labs, and framerate has never been a noticeable issue and appears to be at least 30 at all times.	Pass	
User Interface: Menu	Start button takes you to select level screen.	6.1		PASS	
	Exit button stops the game safely.	6.2		PASS	
User Interface: Select Level	Back button takes you back to the main menu.	7.1		Pass	
	Save button creates a text file containing the current game state.	7.2	Creates the save file, storing the current progress.	PASS	The progress is saved to core/assets/ saveData.txt
	Load button loads the save file.	7.3	Pressing the load button should load the save file.	PASS	The progress is Loaded from core/assets/ saveData.txt
	The various stage buttons load the correct levels.	7.4	The level corresponding to the button should load correctly. When clicked, the correct stage description should be displayed. Later levels should have their buttons greyed out if the player has not progressed that far yet, but should one by one become available after the previous level is completed.	PASS	Depending on the the users progress in the game this button may be greyed out. In this case the button shouldn't select this level.
	Nerdy button sets the player type to nerdy.	7.7	This test passes if the text below the player option changes to a description of the player and the player has a blue shirt and 150HP when a level is played.	PASS	
	Sporty button sets the player	7.8	This test passes if the text below the player option	PASS	

	type to sporty.		changes to a description of the player and the player has a red shirt and moves faster when a level is played.		
	Artsy button sets the player type to artsy.	7.9	This test passes if the player is wearing a green shirt and has a noticeably higher attack damage	PASS	
User Interface: Pause Menu	Pressing escape in any level takes you to the pause menu.	8.1	Try pressing escape in each level. It should change the screen to one with a "Resume" and "Exit" button for every level.	PASS	
	Pressing the resume button should continue the level.	8.2	Check the game state before pausing and after resuming is the same.	PASS	
	Pressing the exit button should return you to the level select screen.	8.3	If the exit button is used there should be no change to the game progress.	PASS	
	Start a level after pausing and exiting it should give a fresh version of the level.	8.4	A fresh version of the level will start you from the player spawn point on wave 1 with all the zombies remaining.	PASS	
Game Logic	Completing any level except the last increments game progress.	9.1	If completing any level but the last level displays the text "Level Completed" and unlocks the next level then the test passes.	PASS	
	Completing the Constantine level completes the game.	9.2	If completing the last level displays the message "Game complete" then the test passes.	PASS	
	Completing an already completed level does not affect game progress.	9.3	Complete each level twice before moving on to the next level. Make sure the progress doesn't change after completing each level a second time. If it doesn't change the test should pass.		
	Killing a zombie decrements the zombies remaining counter.	9.4	Attack a zombie until it disappears (killed) and compare the number of zombies remaining before and after.	PASS	
	Killing all zombies in a wave increments the wave	9.5	Attack all zombies until they disappear and compare the wave number before and after.	PASS	

	counter.			PASS	
	Completing a level returns you to the select level screen.	9.6	Completing a level takes the user to a new screen that says "Level completed" or "Game completed" with a button that takes them back to the select level screen.	PASS	
	If you die you return to the select level screen.	9.7	If the player dies the game takes the user to a new screen that says "You died" with a button that takes them back to the select level screen.	PASS	
	More zombies are spawned as the game progresses.	9.8	Each wave in a level has more zombies than the previous wave. Each equivalent wave across the levels has more zombies than the previous level.	PASS	
	A random power up is dropped after completing a wave in a level.	9.9	Once all the zombies in a wave have been killed a power up should be spawned. Having tested this extensively, we have seen every one of the 5 power ups appear which suggests that random selection is working.	PASS	
	Each player type has a unique special ability	9.10	Each player type has a special ability which can be used by pressing 'E', and which lasts for a few seconds and can be only used once per level.	PASS	
	The game starts with a tutorial mission	9.11	The first mission in the game displays a simple tutorial text	PASS	
	Game story prompts are displayed	9.12	The game displays the story premise on startup.	PASS	
	When player dies they become a zombie	9.13	When a players health reaches zero they become a zombie	PASS	
	After player turns to zombie they complete that level as a zombie	9.14	Able to finish level as zombie if turned	PASS	After level is finished player is navigated back to menu
	Non zombie characters die after 2 hits and turn into zombies	9.15		FAIL	It was decided this requirement was too specific and was not properly testing the requirement
	If a zombie attacks a non-zombie	9.16	When a non zombie character dies it turns into a zombie	PASS	A less specific version of 9.15

	character they turn to a zombie				that better test the requirements
	If level is completed as a zombie the university is overrun with zombies	9.17		PASS	
	The cure item must cure zombies in the area its picked up	9.18		PASS	
	Non zombies at the end for the level will improve player score	9.19		PASS	
Inputs	The player faces in the direction of the mouse pointer at all times.	10.1	The player faces the mouse cursor at all times,including when attacking.	PASS	
	Clicking causes the player to attack in the direction of the mouse pointer.	10.2	It will be clear when the player attacks as it has a punching animation.	PASS	
	W, A, S, and D keys move the player up, left, down, and right respectively.	10.3		PASS	
Minigame	The Minigame is accessible from the main menu	11.1	There is a button on the main menu which directs straight to the minigame	PASS	