

## Black-Box Testing Evidence Update

All black-box tests were run on a university computer using the final .jar executable in Windows 10.

Green highlighted test shows what has been added text. Red highlighted text shows writing which is no longer relevant.

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	
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 in the directory zepr/saves/ with the current date/time as the file name. Prompts the user that a save file was created.	PASS	Although this button exists the functionality has not been implemented.  Functionality is now implemented now passes test
	Load button gives you the option to load any of the save files.	7.3	Pressing the load button should present you with a list of all the save files.	FAIL	Although this button exists the functionality has

					not been implemented. This functionality has been partially implemented. The load button will load the version of the game saved when the save button was pressed last and no versions previous to that.
Town button selects the town level.	7.4	This test passes if the text below the level buttons changes to a description of the level and the level has the town map when it is played.	PASS		
Halifax button selects the town level.	7.5	The town level must be completed. Then this test passes if the text below the level buttons changes to a description of the level and the level has the Halifax map when it is played.	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.	
Courtyard button selects the courtyard level.	7.6	The Halifax level must be completed. Then this test passes if the text below the level buttons changes to a description of the level and the level has the Courtyard map when it is played.	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 type to sporty.	7.8	This test passes if the text below the player option changes to a description of the player and the player has a red shirt and moves faster when a level is played.	PASS	
	Drama button set the player type of drama	7.9	This test passes if the text below the player option changes to a description of the player and the player has an ability where they can disguise as a zombie	PASS	
	Library button selects the library level	7.10	The courtyard level must be completed. Then this test passes if the text below the level buttons changes to a description of the level and the level has the Library map when it is player	PASS	
	Physics button selects the physics level	7.11	The library level must be completed. Then this test passes if the text below the level buttons changes to a description of the level and the level has the Physics map when it is player	PASS	
	Central hall button selects the central hall level	7.12	The physics level must be completed. Then this test passes if the text below the level buttons changes to a description of the level and the level has the Central hall map when it is player	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 back button should return you to the level select screen.	8.3	If the back 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 zombie remaining.	PASS	
Game Logic	Completing the town or Halifax level increments game progress.	9.1	If completing the town or Halifax level displays the message "Level complete" and unlocks the next level then the test passes.	PASS	Completing the Halifax level causes a crash inconsistently. This appeared late in the development process and we didn't have time to fix it. This has been fixed.
	Completing the Courtyard level completes the game.	9.2	If completing the Courtyard level displays the message "Game complete" then the test passes.	PASS	In the current implementation of the game Courtyard is the last level. If more were added this test would have to change.
	Completing an already completed level does not	9.3	Complete each level twice before moving on to the next level. Make sure the progress doesn't change	PASS	

	affect game progress.		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 counter.	9.5	Attack all zombies until they disappear and compare the wave number before and after.	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" 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 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.	PASS	
Inputs	The player faces in the direction of the mouse pointer at all times.	10.1		FAIL	When holding down the left mouse button to attack, the player won't then change direction until the

					mouse button is released. This has not been fixed however we
	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	