

## 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 a save file in the directory in which the executable is stored.	PASS	Functionality is now implemented and 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.	PASS	This functionality has been partially implemented. The load button will load the version of the game saved when the save button was pressed.

	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. 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, has the nerdy player type stats and has the ability to instantly kill enemies 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 has the sporty player type stats and the ability to move 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 the drama player type stats and an ability where they can disguise as a zombie to heal 10 hp	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	
	Story text changes when player is a zombie	7.13	When the player has been killed and turned into a zombie, the level names and level text will change to the zombie level text	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	8.3	If the back button is used there should be no change to the game progress.	PASS	

	level select screen.				
	Starting a level after pausing and exiting 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	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 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.	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	9.6	Completing a level takes the user to a new screen that says “Level completed” with a button that takes	PASS	

	screen.		them back to the select level screen.		
	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	
	A points counter displays the number of points the player currently has	9.10	When playing the game, a points counter is visible showing the player how many points they have	PASS	
	The player must gain points for killing zombies	9.11	When the player reduces a zombie’s health to 0, the player is awarded a set number of points	PASS	
	The player must gain points for avoiding zombies	9.12	When the player has not been hit by a zombie for 10 seconds, the player will slowly start to gain points	PASS	
	The player must gain points for visiting the safe area	9.13	When visiting the safe area for the first time (Library), the player is awarded a set number of points	PASS	
	The player must gain points for successfully completing the minigame	9.14	When the player has shot 20 geese within a time limit in the minigame, the player is awarded points	PASS	
	There must exist an area where the player cannot be	9.15	When the player accesses the Library level, there will be no zombies and the level will simply be	PASS	

	harmed by zombies		completed after waiting for a while		
	When the player accesses the safe area for the first time, the game difficulty must increase	9.16	When the player accesses the library level for the first time, the health and speed of zombies will increase.	PASS	
	The player can turn into a zombie	9.17	When the player is a human and is killed, the player will become a zombie which will change all of the names of the level buttons and also change all of the enemies into humans.	PASS	
	If the player is a zombie and finds a cure, the player will become human again	9.18	When the player finds and uses a cure, it will turn the player into a human and change all of the player story menu text into human story text. The enemies also become zombies instead of humans.	PASS	
	If the player finds a cure as a human it will cure the zombies in the vicinity and turn them into humans	9.19	When the player finds and uses a cure as a human, it will turn zombies within an area into humans who will no longer fight the player	PASS	
Minigame	There must exist some way to win the minigame	10.1	When the player has shot 20 of the geese within a set time limit, a message will appear to tell the player that they have won	PASS	
	There must exist some way to lose the minigame	10.2	If the timer runs out before the player has shot 20 of the geese, a message will appear to inform the player that they have lost	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

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					attack, the player won't then change direction until the mouse button is released.  This has not been fixed however we feel that this adds to the gameplay.
	Clicking causes the player to attack in the direction of the mouse pointer.	10.2 11.1	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 11.2		PASS	