Intergration Testing

-	This document was intended to track all i	intergration tests carried out on our game.							 	 		
_	This document was intended to track air i	intergration tests carried out on our game.			 	 			 		 	
-	Passed Test	The code currently passes this test							 		 	
_											 	
	Falled Test	A failed test needs to be addressed				 			 		 	
	Test Description	Expected Result	Actual Result	Notes								
	Clicking start a game displays the											
	difficiuty select screen.	The difficulty select screen is displayed.	The difficulty select screen is displayed.									
	menu will exit the game.	The game exits when the "Exit" button is pressed	The game exits when the "Exit" button is pressed.									
		pressed.										
	Selecting the "Help" button on the main menu will display help	A help screen will be displayed to the user.	A webpage with the user documentation is opened in the user's browser									
		The credits of the development team are	The names of the developers are scrolled accross the									
			screen from bottom to right. You return to the main									
	credits	main menu	menu after pressing escape.									
		A radar graphic is displayed on the screen.	A radar graphic is displayed on the screen, each									
	The main menu radar animation is		rotation causes a "beep" sound and the main title to									
1.05	displayed correctly.	main title to appear to flash.	appear to flash.									
	The time and date are displayed in the	The current time and date are displayed in the	The current time and date are displayed in the top									
1.06 1	top right of the main menu screen.	top right of the screen.	right of the screen.									
		The counter counts the times the game	The counter counts the times the game graphics are									
	bar of the game.	and displays it in the window.	window.									
		The logo icon and title are displayed in the	The logo icon and title are displayed in the window									
	in the top bar of the game.	window bar. The logo icon and title are displayed in the	bar. The logo icon and title are displayed in the window									
	ine logo and game name are displayed in the top bar of the game.	i ne logo icon and title are displayed in the window bar.	her logo loof and the are displayed in the Window									
		The difficulty select screen shows an	The difficulty select screen shows an introduction									
	introduction message	introduction message	message									
		Each selected difficulty launches the game	Each selected difficulty launches the game and has									
		and has different speed aircraft.	different speed aircraft.									
		The airspace is displayed to the user in the	The airspace is displayed to the user in the centre of									
			the screen clearly. Waypoints are displayed scattered									
2.01	The airspace is displayed to the user.	displayed scattered arround the airspace.	arround the airspace.									
			Aircraft will spawn in the corner waypoints, travel									
	Aircraft spawn and follow their flight		accross the screen via waypoints and end at a second	1								
	paths.	follow routes between waypoints.	corner waypoint.									
	Aircraft despawn when they reach their	When an aircraft arrives at the correct exit	When an aircraft arrives at the correct exit waypoint									
	destination.	waypoint the aircraft will despawn.	the aircraft will despawn.									
			When two aircraft fly within a certain radius of each									
2.04	close together.	will be destroyed and the game will end.	other the aircraft will crash displaying an animation, When two aircraft crash, the user is presented with the	-								
	The game displays the game over	When two aircraft crash the user will be	"Game Over" screen which displays a message and									
	screen when aircraft crash.	presented with the "Game Over" screen.	the option to start again									
2.00			When the user presses any key other than escape on									
		Over" screen a new game will restart.	the "Game Over" screen a new game will restart.									
			The user can return to the main menu by pressing									
			escape on the main game screen, the "Game Over"									
	The user is presented with the main	Pressing escape will return the user to the	screen, "Credits" screen and the "Select Difficulty"									
2.07		main menu from any interface.	screen.									
			In the top corner of the interface the current aircraft									
2.08	displayed.	aircraft count is displayed.	count is displayed.									
	The console displays updated		In the bottom corner of the screen a console will be									
		will be displayed keeping the user updated	displayed keeping the user updated about incoming									
2.09	incoming aircraft.	about incoming aircraft.	aircraft.									
		altitude layer is displayed full white and the	When the mouse wheel is scrolled up, the top altitude laver is displayed full white and the bottom is faded									
			out. When the mouse wheel is scrolled down, the top									
	Scrolling the mouse wheel changes the	scrolled down, the ton altitude layer is faded	altitude layer is faded and the bottom layer is									
	altitudes viewed.	and the bottom layer is displayed full white.										
			Clicking on a plane will bring the plane to focus, the									
	Clicking on a plane will select it and		details will be displayed on the bottom of the user									
			interface.									
		Using the space key or clicking the "Manual	Using the space key or clicking the "Manual Control"									
		Control" button will enter manual control when	button will enter manual control when an aircraft is									
3.02	pressing space will enter manual control.	an aircraft is selected.	selected.									
		The user is presented with a compass	-									
			The user is presented with a compass interface to									
2.02	In manual control mode the user can		control the direction of the aircraft with the mouse. The	e								
3.03	control the angle the aircraft is facing,	used.	keyboard can also be used.									
			Buttons for changing altitude is displayed in the bottom of the gui and disking on the corresponding									
	The attitude of an aircraft can be altored	the bottom of the gui and clicking on the corresponding button will alter the altitude	bottom of the gui and clicking on the corresponding button will alter the altitude gradually. The speed of									
	by pressing the correct button.	gradually.	ascent or decent is dependat on selected difficulty.									
5.04	sy presenting the context contain.		Each aircraft will have a random speed within a range									
		Each aircraft has different speeds, and harder	the average speed is much higher for hard difficulity									
3.05	The speed of each aircraft varies.	difficulties increases the speed.	than on easy.									
	the second se	and the second sec	and the second									