Black Box Tests Updated Table

Main Menu
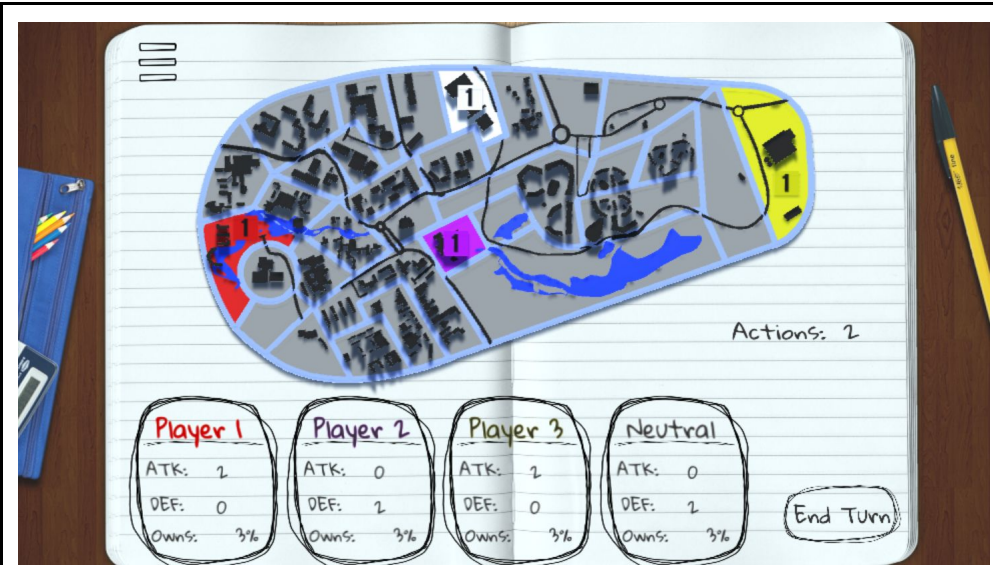
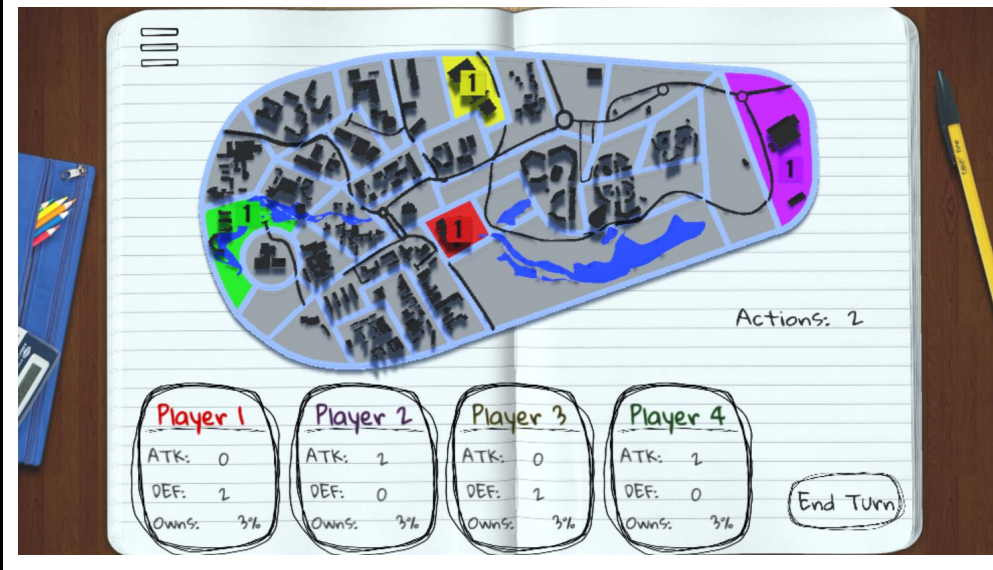| ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
B0	Pressing the start game button.	Opens up a dialog box confirming if the player wishes to open a 3-player game or a 4 player game.	Dialog box shows correctly and worked as needed.	Pass
B1	Pressing the load game button.	The game will load the latest previous saved game.	Game correctly loads previous saved state.	Pass
B2	Pressing 3-player game within the start game dialog box.	Correctly opens a 3-player game.	3-player game is opened correctly after pressing the 3-player game button.	Pass
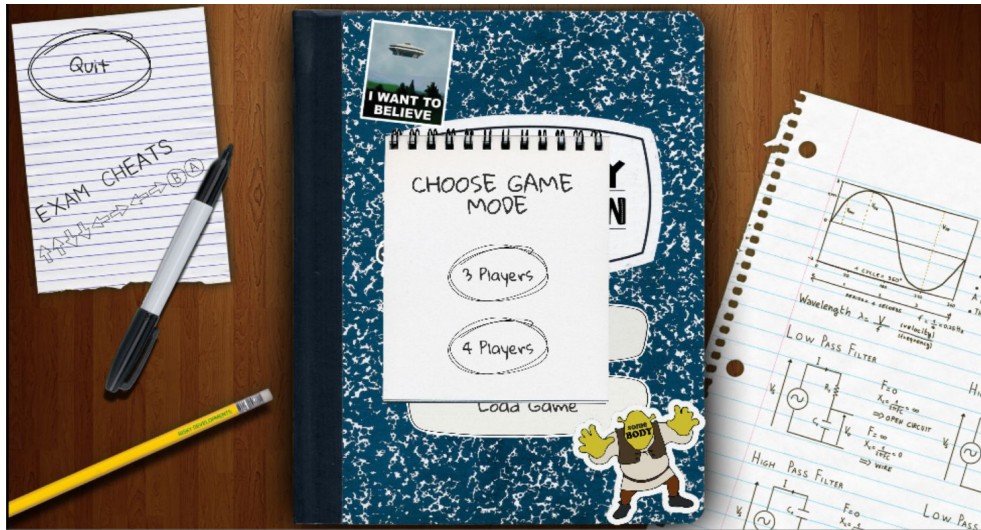
B3	Pressing 4-player game within the start game dialog box.	Correctly opens a 4-player game.	4-player game is opened correctly after pressing the 4-player game button.	Pass

In Game

| ID	Description	Expected outcome	Actual Outcome	Pass/Fail
B4	Player eliminated.	A dialog box should appear after a player has been eliminated.	Dialog box opens correctly to notify the player has been eliminated.	Pass
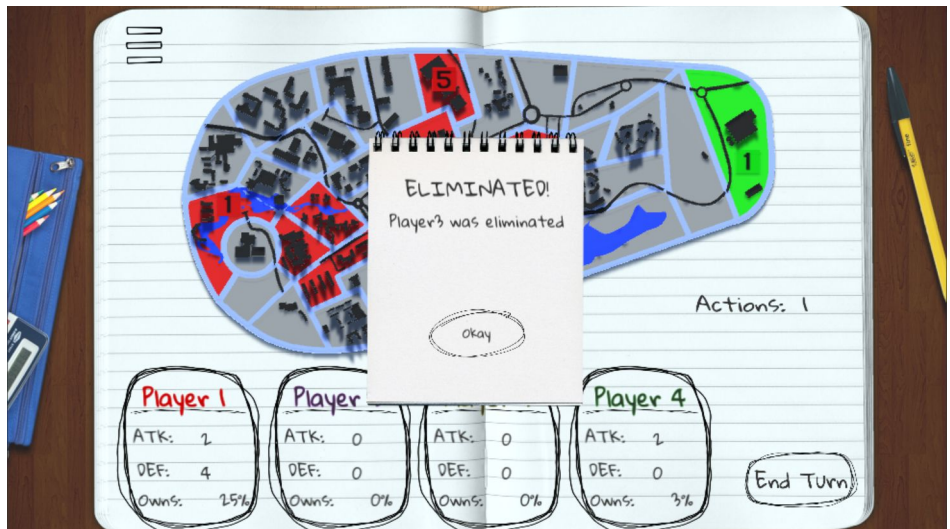
ID	Description	Expected outcome	Actual Outcome	Pass/Fail
B5	Player takes a neutral sector (stats cards).	Stat should update to reflect players percentage owned.	Stats update to reflect players percentage of map owned.	Pass
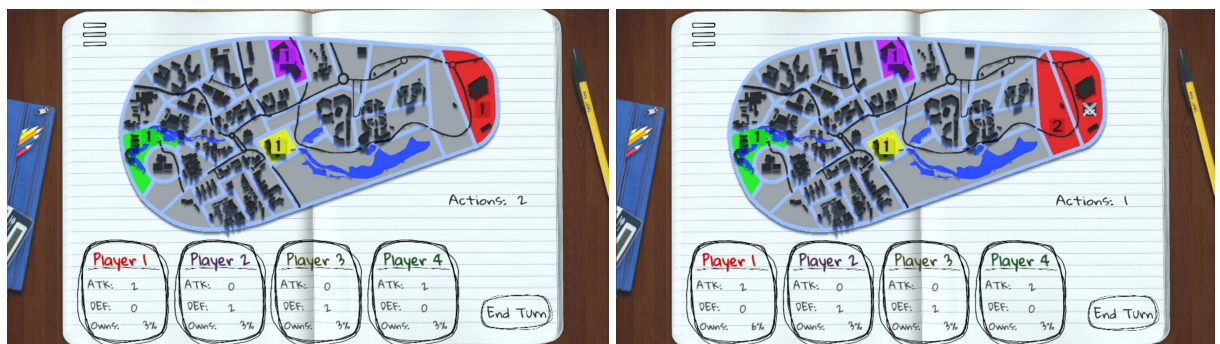
| ID	Description	Expected outcome	Actual Outcome	Pass/Fail
B6	Player takes a hostile sector (stats cards).	Stat should update on both players cards to reflect their percentage owned.	Stats update to reflect players percentage of map owned and the player who the sector used to belong to.	Pass
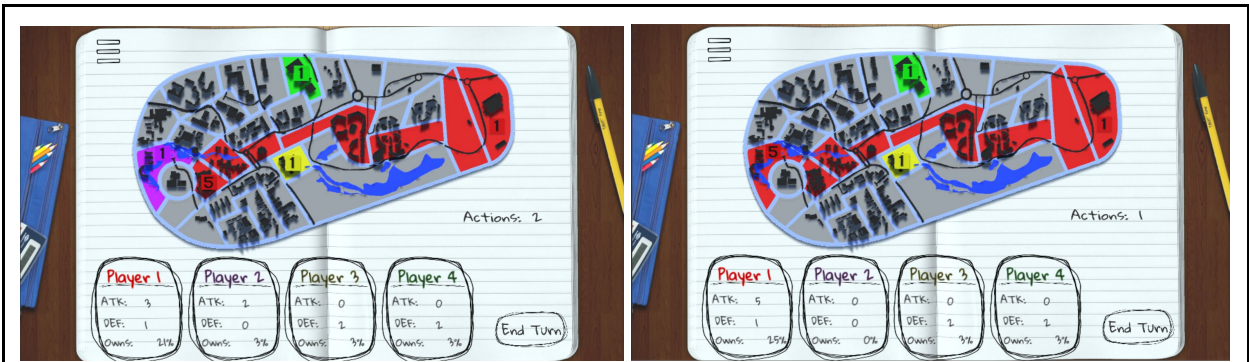
B7	Player takes a landmark of type attack (stats cards).	Stat updates to reflect the players new atk value.	Stats update to reflect players amount of attack.	Pass
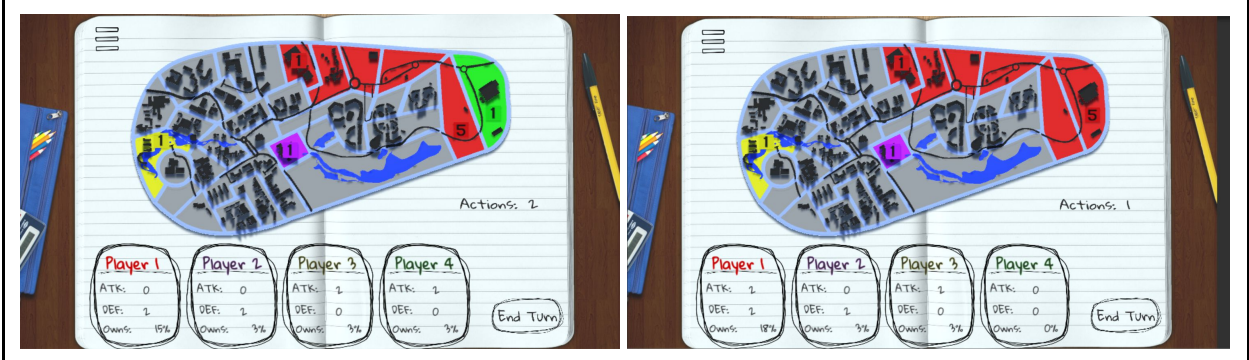
B8	Player takes a landmark of type defence (stats cards).	Stat updates to reflect the players new def value.	Stats update to reflect players amount of defence.	Pass
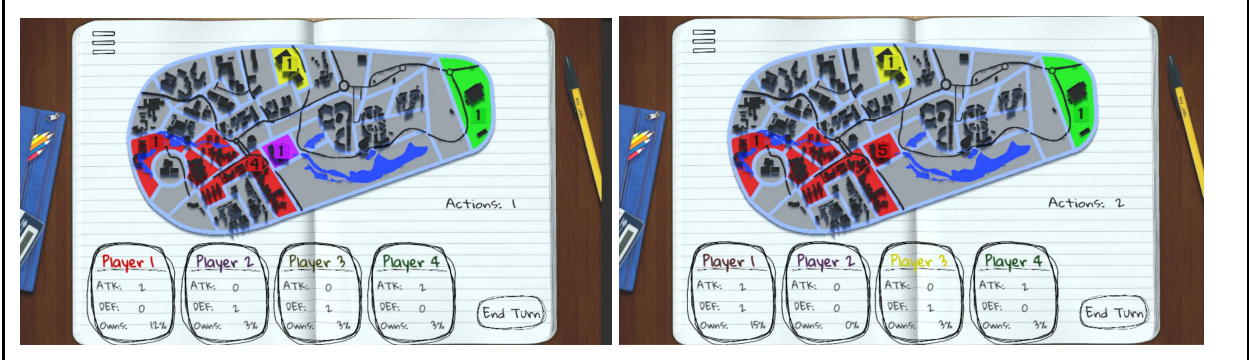
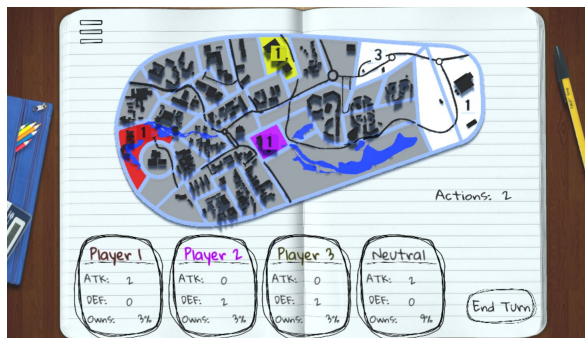| B9	Pressing the menu button.	Opens a dialog box showing the options for the player to "quit" or "save and quit".	Dialog box shows correctly and works as needed.	Pass

| B10 | Pressing the end turn button. | Will correctly highlight the next player. Identifying that it is the next players turn. | Player 2 is highlighted and then player 3 is highlighted. | Pass |

| B11 | Pressing quit within the menu dialog box. | Will return the player to the main menu screen without saving. | Returns player to main menu. | Pass |

B12	Pressing save and quit within the menu dialog box.	Will return the player to the main menu saving the current state of the game.	Returns player to main menu and saves the current state of the game.	Pass

Mini-Game

| ID	Description	Expected outcome	Actual Outcome	Pass/Fail
B13	Player can be controlled by pressing the up arrow.	The bird will move upwards.	Pressing the up arrow worked as expected.	Pass
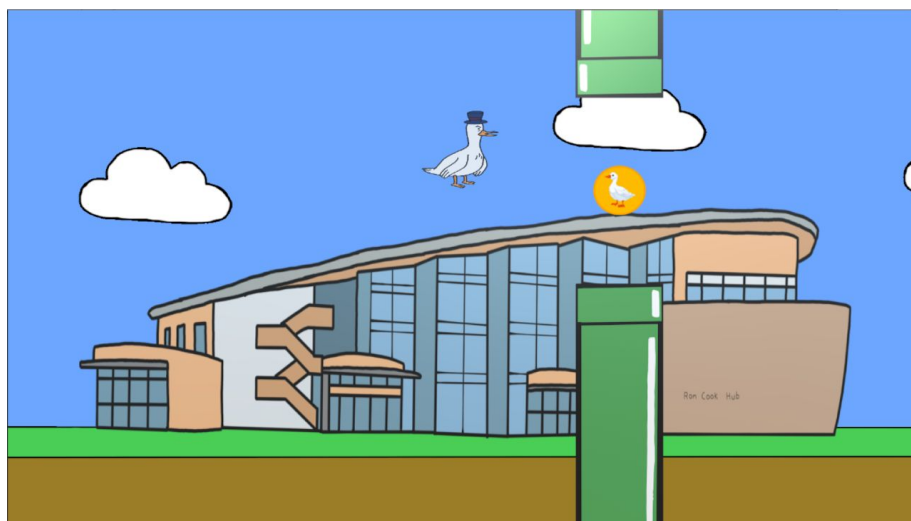
| B14 | Player can be controlled by pressing the spacebar. | The bird will move upwards. | Pressing the spacebar worked as expected. | Pass |
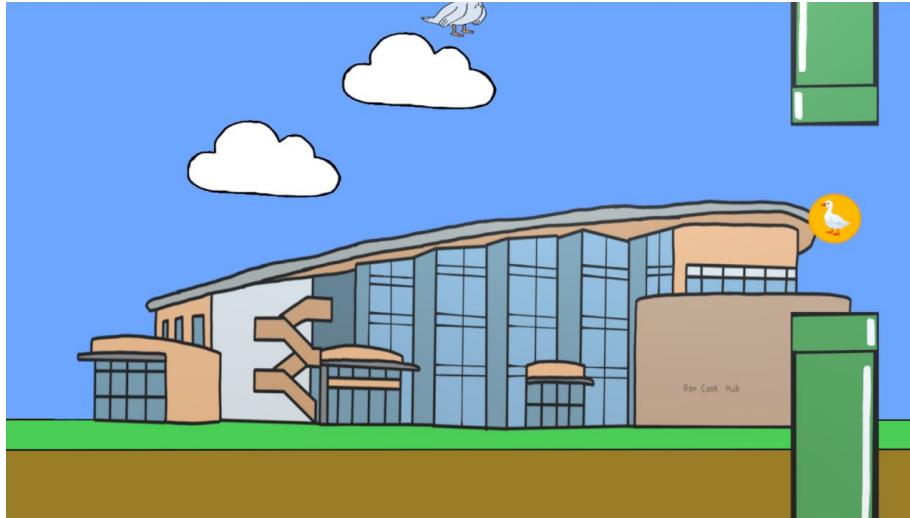
B15	Player can be controlled by pressing the left mouse button.	The bird will move upwards.	Pressing the left mouse button worked as expected.	Pass
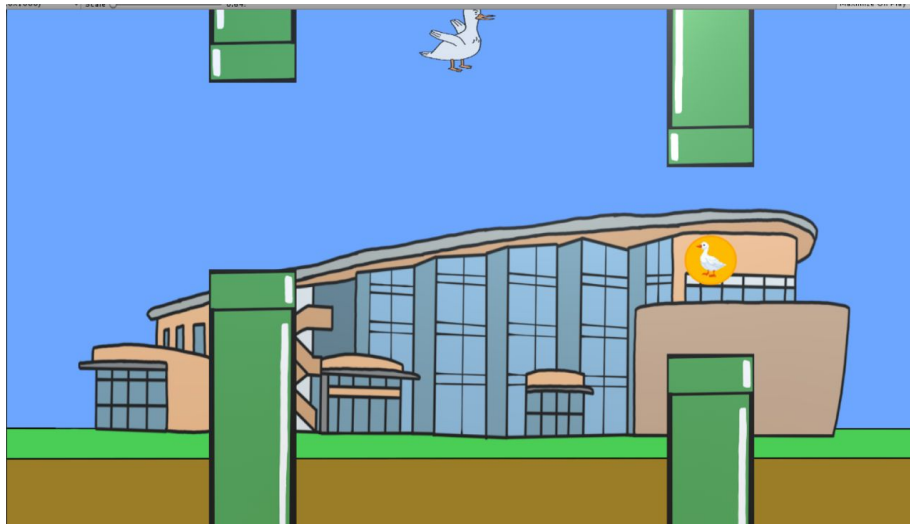
B16	The game will end if the bird collides with the floor.	The game will end and a message telling the user that they lost and their score.	The bird died when colliding with floor as expected.	Pass
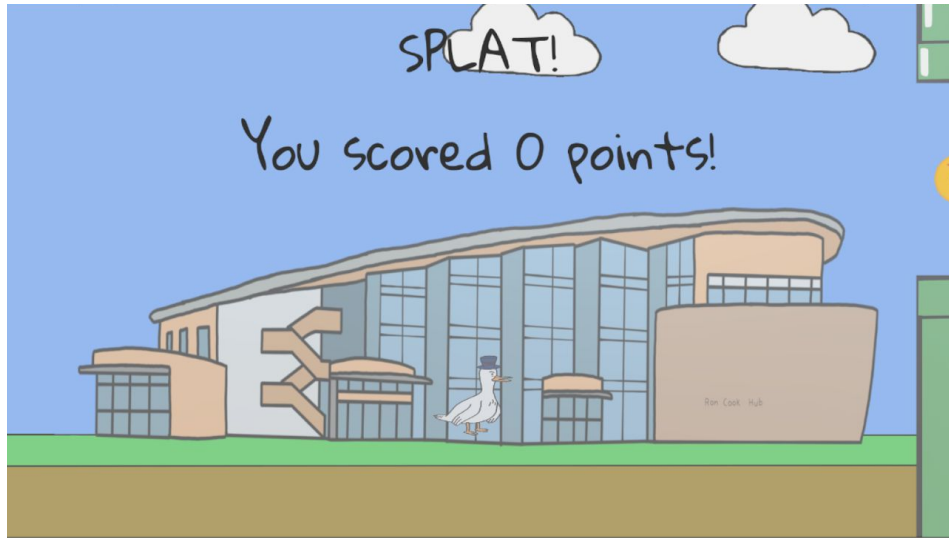
| B17	The game will end if the bird collides with the pipes.	The game will end and a message telling the user that they lost and their score.	The bird died when it collided with the pipes as expected.	Pass

| B18	The game will end when the bird collects all the coins.	The game will end and a message telling the user that they won and their score.	The player was told they won the game by collecting all the coins.	Pass
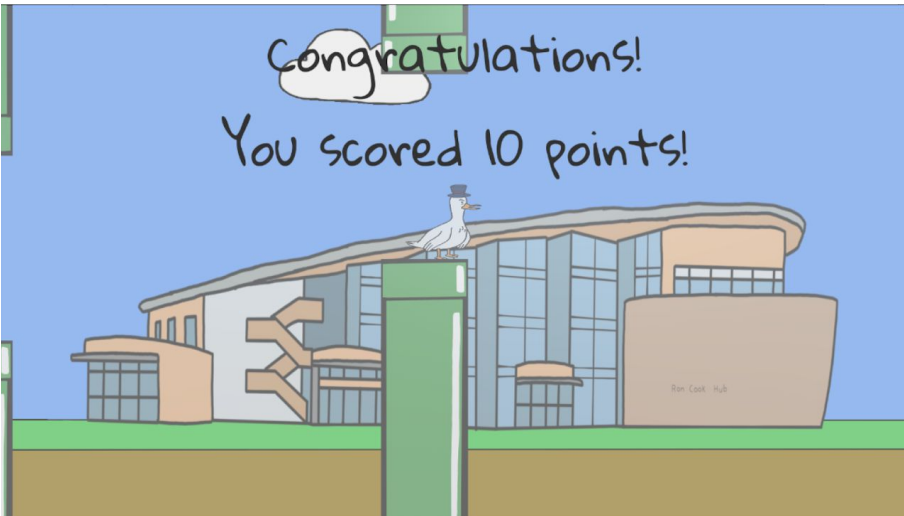
B19	When the player captures the sector with the vice chancellor the minigame will start.	The screen will transition to the minigame start up with the controls displayed to the user.	Player 1 captured the vice chancellor and the minigame was started correctly.	Pass
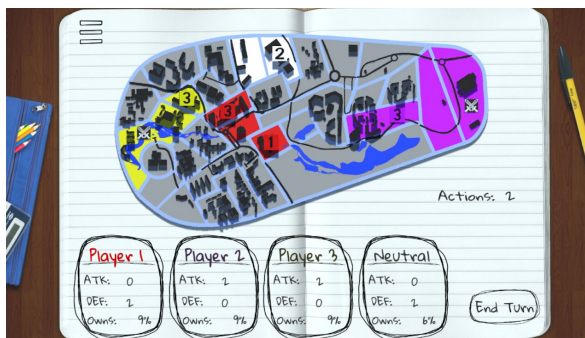
B20	After the game ends the player is returned to the game and notified of their reward.	A display will appear telling the user what bonus they gained.	Player 1 was awarded +1 attack and defence and it updated the GUI.	Pass

| B21 | The minigame should only open once during the game. | The game should continue as normal if a player takes the sector again. | The minigame started and players were able to earn more points. | Fail |