

## Manual Test Plans:

### MAN\_DESTROY\_TRUCK

Open game

Close controls screen

Click start

Move truck in range of fortress

If truck is destroyed when HP reaches 0

Pass

Else

Fail

### MAN\_DESTROY\_FORTRESS

Open game

Close controls screen

Click start

Move truck in range of fortress

Attack with A

If fortress is destroyed when HP reaches 0

Pass

Else

Fail

### MAN\_CONTROLS

Open game

See if controls screen opens on game start

If so

Close by clicking top red cross

Click on controls to try to re-open screen

If both work

Pass

Start game

Press 'c' on the keyboard

If control screen opens

Pass

Else

Fail

### MAN MENU

Open game

Close controls screen

If Menu screen appears

Pass

Else

Fail

### MAN GAME OVER WIN

Open game

Close controls screen

Click start

Use trucks to destroy all fortresses

If game over 'win' screen appears

Pass

Else

Fail

### MAN GAME OVER LOSE

Open game

Close controls screen

Click start

Drive trucks into fortress range

Wait for both trucks to 'die'

If game over 'lose' screen appears

Pass

Else

Fail

### MAN SOUND

Open game

Close controls screen

Ensure sound is on on the pc

If sound playing

Pass

Else

Fail

MAN\_SOUND\_OFF

Open game  
Close controls screen  
Ensure sound is on on the pc  
If sound playing  
    Click mute  
    If sound stops  
        Pass  
Else  
    Fail

MAN\_HEALTH\_BARS

Open game  
Close controls screen  
Click start  
Look at fire trucks  
If health bar visible  
    Click on fire truck  
    If stats box appears in top-left corner  
        Look at all fortresses  
        If all fortresses have a health bar  
            Click on each fortress  
            If a stats box appears for each fortress  
                Pass  
Else  
    Fail

**When running all these tests manually, they could all be completed and reached Pass states**