GUI Tests

These tests are for ensuring the front end of the game acts as it should. Each test is needed to test whether the UI in the game performs as it should, calling correct methods and giving correct information. Results are below:

UI tests (manual)

Test ID	Test	Requirement	Expected outcome	Result
I1	Start game	F7, N4, N5, N7, N8	Game map is loaded, landmarks are visible with 1 level 1 unit in each landmark, Player 1 is current player in turn phase Move 1	Pass
I2	Player takes a neutral sector (stats cards)	N5, N8	Stats update to reflect players percentage of map owned	Pass
I3	Player takes a hostile sector (stats cards)	N5, N8	Stats update to reflect players percentage of map owned and the player who the sector used to belong to	Pass
I4	Player takes a landmark of type beer (stats cards)	N6, N8	Stats update to reflect players amount of beer and the player who the landmark used to belong to	Pass
I5	Player takes a landmark of type knowledge (stats cards)	N6, N8	Stats update to reflect players amount of knowledge and the player who the landmark used to belong to	Pass
I6	Current player		The current player card title shows the colour of the player (rather than the black over the top)	Pass

Evidence

The method of each test and screenshots providing evidence of each test can be found in the 'GUI Test Runs' spreadsheet [link]. The screenshots are from a slightly simplified version of the game's final appearance, but the differences between that version and the final version for this deliverable were entirely cosmetic. Since the functionality of the GUI did not change, the tests are still reliable.