

System Tests:

Selecting a boat – Test that you can select every boat and that you are given the same boat that you selected.

Steering Left – Test that you can steer left while within the confines of the river.

Steering Right – Test that you can steer right while within the confines of the river.

Acceleration – Test that you can accelerate while your stamina is below the cut-off point and you are not at top speed.

Progress Bar – Test that all boats' icons are shown at the correct position along the progress bar.

Leaderboard – Test that all boats are placed correctly on the leaderboard, with the correct times displayed.

Leg progression – test that you can progress to the next leg and that the next leg is the correct leg to be on.

AI Boats – Test that AI boats are behaving as they should (avoiding obstacles, returning to lane, etc.) and not behaving abnormally (teleporting across the map, infinite acceleration, etc.).

Difficulty Selection – Test that the easy, medium and hard options for difficulty all give in-game levels of difficulty reasonably equivalent to their name.

Pause Menu Opens – Test that the pause menu opens correctly when the escape key is pressed.

Pause Menu Closes – Test that the pause menu closes correctly when the escape key is pressed or when the resume button is clicked.

Save Menu Opens – Test that the save menu opens correctly when the save/load button is clicked.

Save Menu Closes – Test that the save menu closes correctly when the escape key is pressed or when the return button is clicked.

Save Button Saves – Test that the save buttons save the correct save files to the filesystem.

Load Button Loads – Test that the load buttons load the correct save files from the filesystem.

Delete Button Deletes– Test that the delete buttons delete the correct save files from the filesystem.

Game Closes– Test that the game is closed cleanly when the quit/exit button is pressed.