

Test Protokoll

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1 Testfall Single Player

1. Login Screen

(a) Register

- Test if name exists
- Test if one can register
- Does the Client alert if the Server is offline?

(b) Login

2. Menu Screen

(a) New Game

- Single Player
 - Goes back to Fight Screen
 - Goes back to Station Map
 - Goes back to Shop

- (b) Single Player (Ship Select Screen)
 - Are the Stats Updated for the Ship?
 - Can I spawn into the Map?
 - Are there Any Exceptions?

2 Station Screen

1. StationMap
 - (a) Select Planet
 - Can I select every Planet?
 - Does the Dialog Appear?
 - (b) Jump
 - Jump can I jump to every Planet?
 - Do I see if I have visited the Planet?
 - Does the Back Button work?

3 Stop Abstract

1. StopScreen
 - (a) Leave
 - i. Leave
 - ii. View Map -> Station Map
 - (b) Explore
 - i. Flee -> Station Screen
 - ii. Fight -> CombatScreen
 - iii. Shop -> Station Mao
 - (c) Back to Map -> Station Map

4 Combat Screen

5 Strangenes

- Rainbow Line

- Pruebe Kopf in ShipSelectScreen
- Bug Ship is not add at Stop
- Jump to same Planet