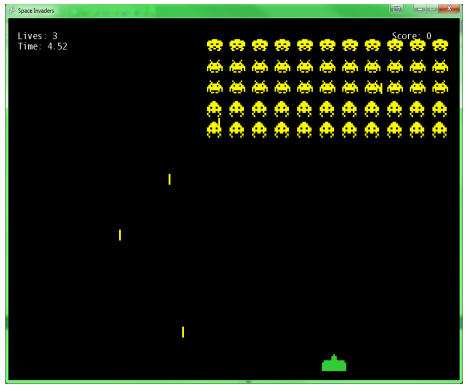
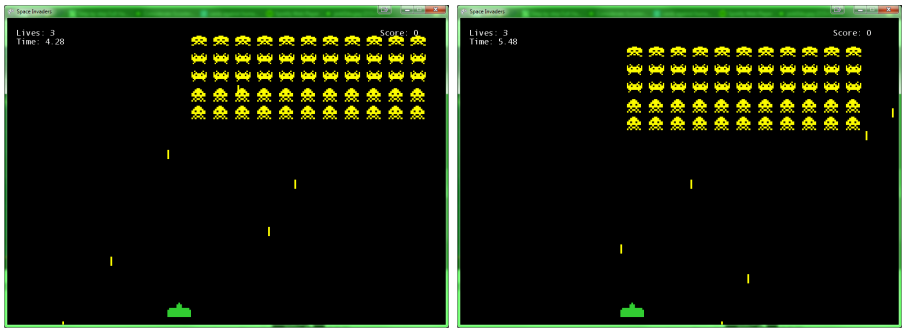
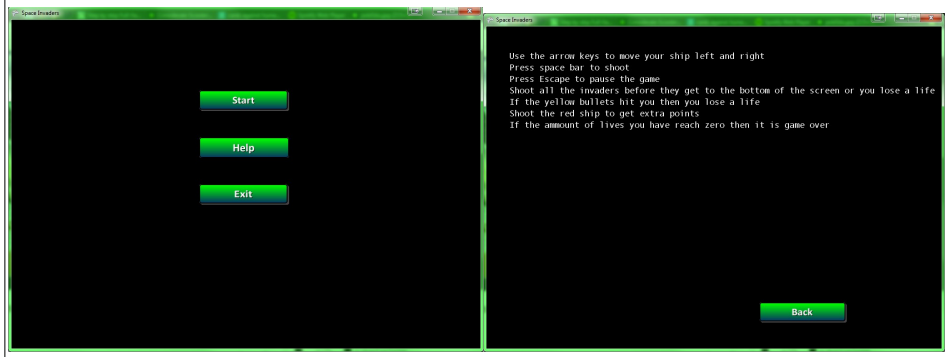
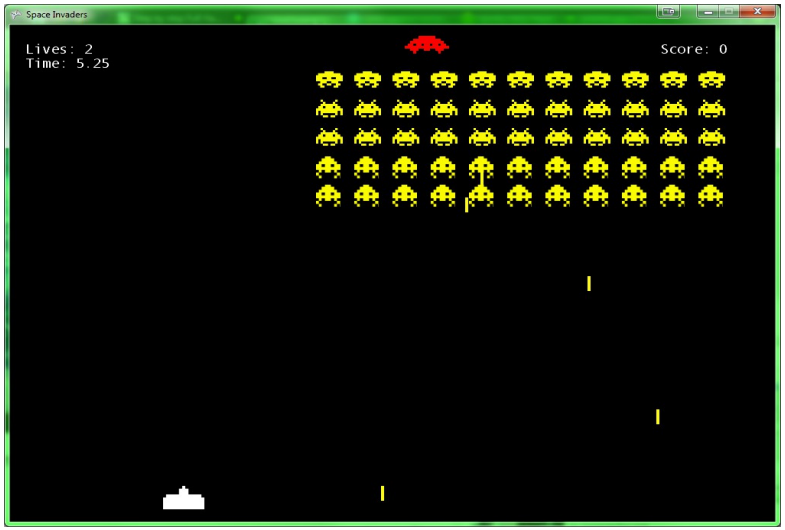
XNA, C# Space Invaders Test Plan

Name: Daniel Sparks
Student ID: S14130834

Case No	Test / Expected	Did it work?	notes	Screen Shot
1	Player ship moves left and right when the corresponding arrow keys are pressed	Yes	The ship moved left to right correctly for as long as one of the arrow keys was pressed down	
2	Invaders move across the screen	Yes	Invaders originally move across to the right then swap direction when reaching the end	

3	Invaders move down when they reach the edge of the screen and swap directing	Yes	Whenever the invader reach any side of the screen they are moved down 25 pixels and carry on in the opposite direction	
4	Help button on the menu displays the help page correctly	Yes	When the help button is clicked, the page is cleared and the help appears, when the back button is pressed the start menu reappears	
5	When an invader is shot, the invader is removed along with the score being increased by 100	Yes	The invader gets removed from the game along with the bullet, also the score increments correctly	

6	When the bonus invader is shot, the bonus invader is removed along with the score being increased by 1000	Yes	The bonus invader is removed correctly from the screen along with the bullet and also the score increments correctly	
7	Lose life and reset invaders when invaders reach the player	Yes	All of the invaders are brought back to the start and are reset properly along with the lives decrementing correctly	

8	When the player is shot by an invader bullet, lose a life	yes	The player turns invincible and white for a second after being hit by a bullet and the lives decrementing by one	
9	When all lives are lost, game over screen shows with ending score and menu button	Yes	The game over screen shows the correct score that the user got in the game. The menu button also resets the game correctly and takes	