

Test Report - Group 16			
Avoidance 1.0			
Category	Test name / information	Results passed %	Comments
Acceptance Test - Audio	There should be a background music as soon as you start the game and enter the menu	100	
Acceptance Test - Audio	There should be sound effects when the ball interacts with other objects	50	There is only a sound effect when objects are colliding with walls, not when falling into the pit or jumping
Acceptance Test - Audio	It should be possible to turn off and on the sound by clicking the mute button on in the menu	0	Function not implemented
Acceptance Test - Game	The game area should be just as large as the users phone	100	
Acceptance Test - Game	When the ball hits the edge of the game area, it should bounce back in	100	
Acceptance Test - Game	When the ball collides with a wall obstacle it should bounce back	100	
Acceptance Test - Game	When the user tilts the phone, the ball should accelerate in that direction	100	
Acceptance Test - Game	When the user starts the game, the map should contain at least 3 obstacles.	100	
Acceptance Test - Game	Enemies chases the player while playing the game	100	
Acceptance Test - Game	Enemies are moving at different speeds	100	
Acceptance Test - Game	When colliding with a wall, the ball should bounce back	100	
Acceptance Test - Game	Friction should slow down the player	100	
Acceptance Test - Game	The ball jumps when the user touches the display	100	
Acceptance Test - Game	The ball can jump over enemies and obstacles but not over walls	100	
Acceptance Test - Game	Landing on an enemy kills the enemy	100	
Acceptance Test - Game	Moving over power-ups gives the power-up to the player	100	
Acceptance Test - Game	Picking up the speed power-up gives the player extra speed	100	
Acceptance Test - Game	Picking up the immortality power-up makes the player unkillable for a short amount of time	100	

Acceptance Test - Game	There should never be more than two power-ups on the game area at the same time.	100	
Acceptance Test - Game Over	When the ball collides with an enemy the game should end	100	
Acceptance Test - Game Over	When the ball collides with a spikemat the game should end	100	
Acceptance Test - Game Over	When the ball collides with a hole obstacle the game should end	100	
Acceptance Test - Game Over	When the player dies, the users score should be displayed	100	
Acceptance Test - Menu	The game should start when the user presses the play button in the menu	100	
Acceptance Test - Menu	A sorted list of the top scores is shown when the user presses the high score button in the menu	100	
Acceptance Test - Menu	The game should start when the user presses the play button in the menu	100	
JUnit Test	EnemyCollisionHandlerTest	100	
JUnit Test	PowerUpCollisionHandlerTest	100	
JUnit Test	WallCollisionHandlerTest	100	
JUnit Test	AccelerationTest	100	
JUnit Test	BuffTest	100	
JUnit Test	FrictionTest	100	
JUnit Test	ImmortalTest	100	
JUnit Test	JumpTest	100	
JUnit Test	ScoreTest	100	
JUnit Test	SizeTest	100	
JUnit Test	SoundTest	100	
JUnit Test	TimeTest	100	
JUnit Test	TransformTest	100	
JUnit Test	VelocityTest	100	
JUnit Test	CollisionSystemTest	100	
JUnit Test	EnemyControlSystemTest	100	
JUnit Test	PlayerControlSystemTest	100	
JUnit Test	SoundSystemTest	100	
JUnit Test	SpawnSystemTest	100	
JUnit Test	FileUtilsTest	100	
JUnit Test	ScreenResolutionTest	100	
JUnit Test	UtilsTest	100	