

## Acceptance tests

### Test#1

When you press the high score button in the menu, a sorted list of the top scores is shown

### Test#2

The game area should be just as large as my phone.

### Test#3

When I hit the edge of the game area, I should bounce back in.

### Test#4

When I tilt the phone, the ball should accelerate in that direction.

### Test#5

When I open the map, I should see at least 3 obstacles.

### Test#6

When the ball collides with a wall obstacle it should bounce back.

When the ball collides with a hole obstacle the game should end and the high score list should be shown.

### Test#7

When I play the game, I want enemies to spawn at a constant rate.

### Test#8

When the ball collides with an enemy, the game should end and the high score list should be shown.

### Test#9

When I play the game, I want to see enemies move at different speed.

### Test#10

When I play the game, I want enemies to chase me.

### Test#11

The ball should bounce with an appropriate angle when colliding with a wall and there should be friction between the ball and the game area.

### Test#12

When the user touches the screen, the ball should jump. The ball should be able to jump over enemies, but not over walls and wall obstacles. If the ball lands on an enemy, the enemy shall die.

### Test#13

When I play the game, there should be power-ups that I can pick up by moving into them.

### Test#14

When I gain a speed power-up, I should gain speed.

When I gain an immortality power-up, I should become immortal.

Test#15

When I gain a power-up, it should expire after a short amount of time.

Test#16

There should never be more than two power-ups on the game area at the same time.

Test#17

There should be a background music as soon as you start the game and enter the menu.

Test#18

There should be sound effects when the ball interacts with other objects.

Test#19

It should be possible to turn off and on the sound by clicking the mute button on in the menu.