

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, enemies should 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, enemies should move at different speeds.

Test#10

When I play the game, enemies should chase me.

Test#11

The ball should bounce with an appropriate angle when colliding with a wall

Test#12

There should be friction between the ball and the game area.

Test#13

When the user touches the screen, the ball should jump.

Test#14

The ball should be able to jump over enemies, but not over walls and wall obstacles.

Test#15

If the ball lands on an enemy, the enemy shall die.

Test#16

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

Test#17

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

Test#18

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

Test#19

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

Test#20

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

Test#21

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

Test#22

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

Test#23

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

Test#24

The game should start when the user presses the play button in the menu.