**System Tests:**

Selecting a boat – Test that you can select every boat and that you are given the same boat that you selected.

Steering Left – Test that you can steer left while within the confines of the river.

Steering Right – Test that you can steer right while within the confines of the river.

Acceleration – Test that you can accelerate while your stamina is below the cut-off point and you are not at top speed.

Progress Bar – Test that all boats’ icons are shown at the correct position along the progress bar.

Leaderboard – Test that all boats are placed correctly on the leaderboard, with the correct times displayed.

Leg progression – test that you can progress to the next leg and that the next leg is the correct leg to be on.

AI Boats – Test that AI boats are behaving as they should (avoiding obstacles, returning to lane, etc.) and not behaving abnormally (teleporting across the map, infinite acceleration, etc.).

Difficulty Selection – Test that the easy, medium and hard options for difficulty all give in-game levels of difficulty reasonably equivalent to their name.

Pause Menu Opens – Test that the pause menu opens correctly when the escape key is pressed.

Pause Menu Closes – Test that the pause menu closes correctly when the escape key is pressed or when the resume button is clicked.

Save Menu Opens – Test that the save menu opens correctly when the save/load button is clicked.

Save Menu Closes – Test that the save menu closes correctly when the escape key is pressed or when the return button is clicked.

Save Button Saves – Test that the save buttons save the correct save files to the filesystem.

Load Button Loads – Test that the load buttons load the correct save files from the filesystem.

Delete Button Deletes – Test that the delete buttons delete the correct save files from the filesystem.

Game Closes – Test that the game is closed cleanly when the quit/exit button is pressed.