**System Tests:**

[TS01] Selecting a boat – Test that you can select every boat and that you are given the same boat that you selected.

[TS02] Steering Left – Test that you can steer left while within the confines of the river.

[TS03] Steering Right – Test that you can steer right while within the confines of the river.

[TS04] Acceleration – Test that you can accelerate while your stamina is below the cut-off point and you are not at top speed.

[TS05] Progress Bar – Test that all boats’ icons are shown at the correct position along the progress bar.

[TS06] Leaderboard – Test that all boats are placed correctly on the leaderboard, with the correct times displayed.

[TS07] Leg progression – test that you can progress to the next leg and that the next leg is the correct leg to be on.

[TS08] 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.).

[TS09] Difficulty Selection – Test that the easy, medium and hard options for difficulty all give in-game levels of difficulty reasonably equivalent to their name.

[TS10] Pause Menu Opens – Test that the pause menu opens correctly when the escape key is pressed.

[TS11] Pause Menu Closes – Test that the pause menu closes correctly when the escape key is pressed or when the resume button is clicked.

[TS12] Save Menu Opens – Test that the save menu opens correctly when the save/load button is clicked.

[TS13] Save Menu Closes – Test that the save menu closes correctly when the escape key is pressed or when the return button is clicked.

[TS14] Save Button Saves – Test that the save buttons save the correct save files to the filesystem.

[TS15] Load Button Loads – Test that the load buttons load the correct save files from the filesystem.

[TS16] Delete Button Deletes – Test that the delete buttons delete the correct save files from the filesystem.

[TS17] Game Closes – Test that the game is closed cleanly when the quit/exit button is pressed.