

To Do

0/27 completed

✓	Test #	Date	Task	Pre-Condition	Action	Post-Condition
<input type="checkbox"/>	1a	9/29	The solution must initiate a missile launch when the user clicks the right mouse button.	Pre-Condition: No active missiles on the screen.		
<input type="checkbox"/>	1b	9/29	The solution must initiate a missile launch when the user clicks the space bar.			
<input type="checkbox"/>	1c	9/29	The solution must limit the number of active missiles on the screen to no more than five (5) at any given time. (an "active missile" is any missile currently being displayed on the screen)			
<input type="checkbox"/>	1d		The solution must remove the missile from being active if it goes off the screen.			
<input type="checkbox"/>	1e		The solution must maintain the same constant speed for all missiles			
<input type="checkbox"/>	1f		The solution must launch missiles from the center of the bottom of the screen when a launch is initiated			
<input type="checkbox"/>	1g		The solution must maintain the same constant direction for all missiles to be vertically straight up from the launched position.			
<input type="checkbox"/>	1h		The solution must detect when a missile "hits" a ship			
<input type="checkbox"/>	1i		The solution must display an explosion at the point where a missile "hits" a ship			
<input type="checkbox"/>	1j		The solution must remove the missile and ship after the missile "hits" the ship			
<input type="checkbox"/>	1k		The solution must keep a count of all "hits"			
<input type="checkbox"/>	2a		The solution must initiate a ship launch when the system detects there are no active ships.			
<input type="checkbox"/>	2b		The solution must support multiple types of ships based on a configurable value.			
<input type="checkbox"/>	2c		The solution must display the appropriate image based on the type of ship when the ship is active			
<input type="checkbox"/>	2d		The solution must randomly initiate a ship launch based on a configurable rate where the default is 30% of the time			
<input type="checkbox"/>	2di		The solution must randomly choose from available ship types when a launch is initiated, giving all types equal chance of being launched.			

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✓	Test #	Date	Task	Pre-Condition	Action	Post-Condition
<input type="checkbox"/>	2dii		The solution must limit the number of active ships on the screen to no more than ten (10) at any given time. (an "active ship " is any ship currently being displayed on the screen)			
<input type="checkbox"/>	2diii		The solution must randomly choose a location to launch a ship from when initiated			
<input type="checkbox"/>	2diii1		The system must randomly choose to launch the ship from the left side of the screen or the right side of the screen			
<input type="checkbox"/>	2diii2		The system must randomly choose a row in the top two-thirds of the screen to launch the ship from			
<input type="checkbox"/>	2diii3		The system must assign the speed of the ship based on the type of the ship being initiated			
<input type="checkbox"/>	2diii4		The system must assign the direction of the ship based on which side of the screen it is being launched from (if from the left, direction goes left to right; if from the right, direction goes right to left)			
<input type="checkbox"/>	2e		The solution must remove the ship from being active if it goes off the screen.			
<input type="checkbox"/>	3		The solution must end the game when the "hit" count has reached ten (10)			
<input type="checkbox"/>	4		The solution must end the game when the user clicks the left mouse button			
<input type="checkbox"/>	5		The solution must end the game when the user clicks the esc button			
<input type="checkbox"/>	6		The solution must end the game if the user has not initiated a missile launch in the last 5 minutes.			