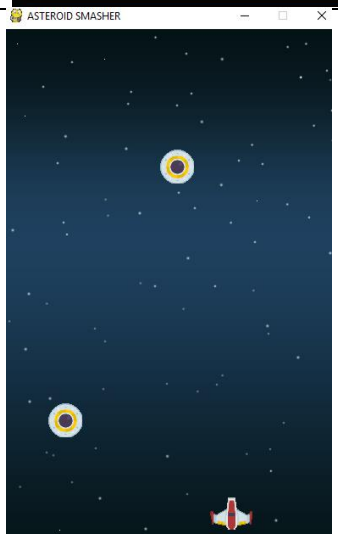
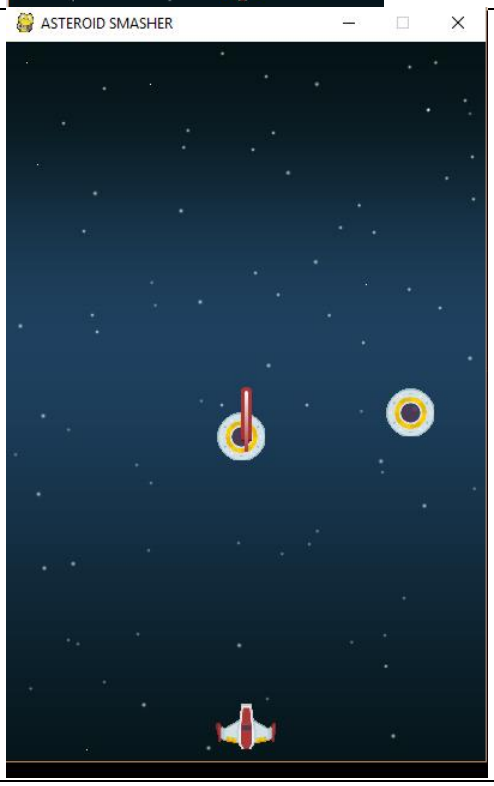
Tests

Test	Expectations	Outcome	Screenshot
Test if obstacles appear in random X axis locations	I expect the obstacles to appear in random X axis locations at the top of the window.	The obstacles do appear in random X axis locations.	 
Check if obstacle's speed is randomised	I expect the obstacles to have or random speeds.	Random speeds do work; however, it changes per sprite every time you restart the game.	

			
Check if ship can destroy obstacles (its not supposed to)	I expect the ship to shoot through the obstacles without destroying them.	When the ship shoots a laser, it passes through the obstacle.	

Check if when the ship hits an obstacle, the game ends.	I expect the game window to close when the ship hits one of the obstacles.	When the ship hits an obstacle, the game exits without warning.