

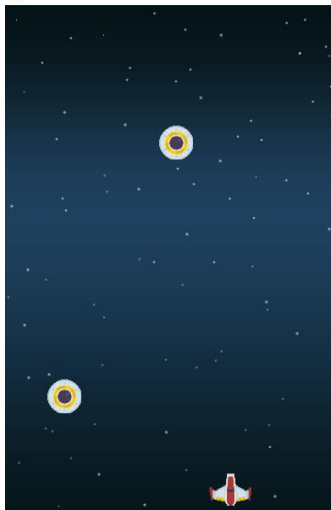

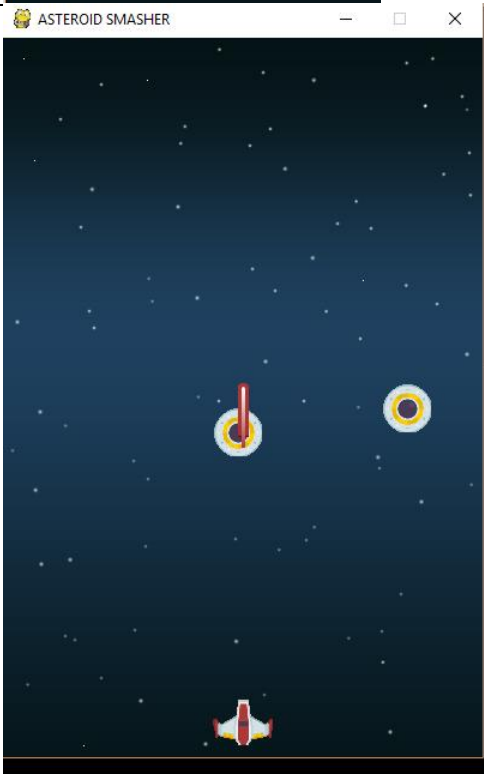
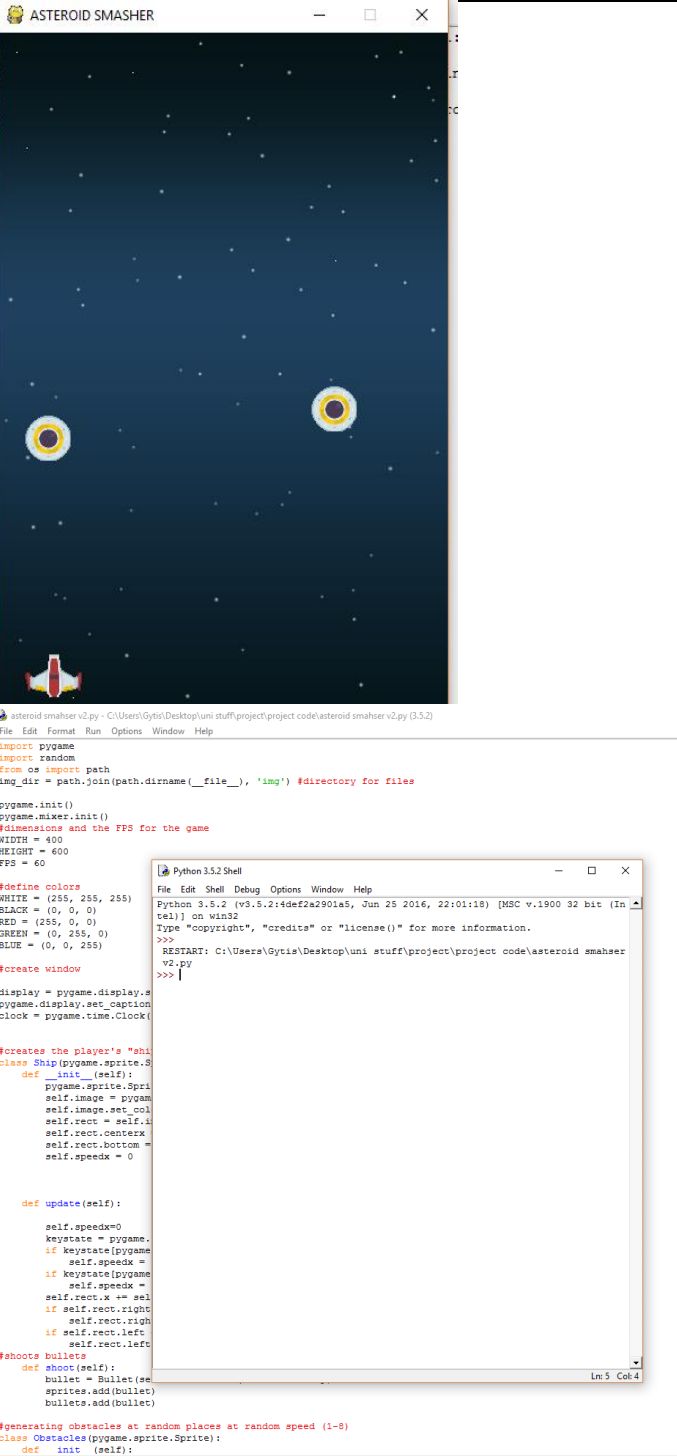


## Tests

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 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.	

<p>Check if when the ship hits an obstacle, the game ends.</p>	<p>I expect the game window to close when the ship hits one of the obstacles.</p>	<p>When the ship hits an obstacle, the game exits without warning.</p>	 <p>The screenshot shows the 'ASTEROID SMASHER' game window and a Python 3.5.2 Shell window displaying the source code for 'asteroid_smasher_v2.py'.</p> <p><b>Game Window:</b> A dark blue space background with white stars. A small red and white spaceship is at the bottom left. Two yellow and black ring-shaped obstacles are visible in the upper left and center-right areas.</p> <p><b>Python 3.5.2 Shell:</b> The code defines a Pygame game titled 'asteroid_smasher_v2.py'. It sets dimensions (400x600), FPS (60), and colors (WHITE, BLACK, RED, GREEN, BLUE). It creates a window and defines a <code>Ship</code> class with <code>__init__</code> and <code>update</code> methods. The <code>update</code> method handles keyboard input for movement and shooting. It also includes a <code>shoot</code> method and a <code>Obstacles</code> class for generating random obstacles.</p> <pre> asteroid_smasher_v2.py - C:\Users\Gytis\Desktop\uni stuff\project\project code\asteroid_smasher_v2.py (3.5.2) File Edit Format Run Options Window Help import pygame import random from os import path img_dir = path.join(path.dirname(__file__), 'img') #directory for files  pygame.init() pygame.mixer.init() #dimensions and the FPS for the game WIDTH = 400 HEIGHT = 600 FPS = 60  #define colors WHITE = (255, 255, 255) BLACK = (0, 0, 0) RED = (255, 0, 0) GREEN = (0, 255, 0) BLUE = (0, 0, 255)  #create window display = pygame.display.set_mode((WIDTH, HEIGHT)) pygame.display.set_caption('asteroid_smasher_v2.py') clock = pygame.time.Clock()  #creates the player's ship class Ship(pygame.sprite.Sprite):     def __init__(self):         pygame.sprite.Sprite.__init__(self)         self.image = pygame.image.load('img/ship.png')         self.image.set_colorkey(WHITE)         self.rect = self.image.get_rect()         self.rect.centerx = WIDTH/2         self.rect.bottom = HEIGHT-10         self.speedx = 0      def update(self):         self.speedx = 0         keystate = pygame.key.get_pressed()         if keystate[pygame.K_LEFT]:             self.speedx = -10         if keystate[pygame.K_RIGHT]:             self.speedx = 10         self.rect.x += self.speedx         if self.rect.right &gt; WIDTH:             self.rect.right = WIDTH         if self.rect.left &lt; 0:             self.rect.left = 0  #shoots bullets def shoot(self):     bullet = Bullet(self.rect)     sprites.add(bullet)     bullets.add(bullet)  #generating obstacles at random places at random speed (1-8) class Obstacles(pygame.sprite.Sprite):     def __init__(self): </pre>
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