Feature	Description	Coder	Tester	# of Tests	Issues	Pass/Fail
Building Generation	Buildings are generated at either the top or the bottom of the screen	Taylor	BJ	100,000	None	Pass
Background Scrolling	Checks cameraWidth is between 0 - 3976. (Doesnt scroll offscreen)	Mike	Taylor	1,000	None	Pass
Victim Generation	Victims spawn on top of or below buildings at their center	Nick	Mike	10,000	None	Pass
MiniAT Movement	MiniAT accepts thrusts from -100 to 100 and modifies the helicopter's velocity accordingly	Taylor	Mike	1,000	None	Pass
Helicopter Movement	The helicopter can move up and down on the screen but doesn't move offscreen	BJ	Mike	1,000	None	Pass
Collision	When the helicopter hits a bulding it loses a life	BJ	Taylor	~~~	None	Pass
Victim Rescue	When the helicopter hits a victim it 'saves' it and the number of rescued victims is incremented	BJ	Nick	~~~	None	Pass
Title Screen	Displays title of game and has a start button	Nick	BJ	100	None	Pass
End Screen	Displays title of game, quit button, restart button, and credits	Mike	BJ	100	None	Pass
Pause Screen	shows pause screen, nothing moves, current state is as is, 'p' hotkey for pause, drawn button for continue	Mike	BJ	100	None	Pass
Victim Distance Sensor	MiniAT returns the distance in pixels from the front of the helicopter to the left side of the nearest victim (P_VICTIM_DIST) and the distance in pixels from the top of the helicopter to the bottom of the nearest victim (P_VICTIM_Y)	BJ	Mike	~~~		Pass
Building Distance Sensors	MiniAT returns the distance in pixels for both ground and top buildings both the vertical and horizontal distance to each type of building	BJ	Mike	~~~		Pass
Background Scrolling v2/enhancement	Updates background image, moves slower than buildings and victims.	Mike	Taylor	~~~		Pass

Feature	Description					Status
Building generation enhancement	Updates building sprite (includes variety of buildings), generates buildings in a manner that makes level balanced.	Taylor	Nick	~~~	Buildings sometimes generate where it's impossible for the helicopter to escape	Needs Adjustment
Victim enhancement	Updates victim sprite.	Nick	Taylor	~~~		Pass
Background music	Plays amazing music throughout the level	BJ	Taylor	~~~		Pass
Score	Score increases as victims are saved, decreases as victims killed, checkpoints that add to total	Taylor	Mike	~~~		Pass
explosion animation	helicopter explodes when it collides with building	BJ	Taylor	50		Pass
Lose screen	After collision with building at 0 lives, the lose screen appears, and the player has the option to restart or quit the game.	Mike	Nick	50		Pass