

Category	Test name / information	Results passed (%)	Comments	
Acceptance test - Game	Player ship can be controlled by touching the screen	100		Updated: 2012-10-22
Acceptance test - Game	User touching the screen results in the ship firing all available weapons	100		
Acceptance test - Game	Default weapon is always available as long as the game is running	100		
Acceptance test - Game	If a projectile hits an enemy, the enemy takes damage	100		
Acceptance test - Game	If an enemy ship is hit enough times, it will be removed from the game and the players score will increase	100		
Acceptance test - Game	There is a probability that when an enemy dies, it will drop the weapon it is holding as a pickup	100		
Acceptance test - Game	The player can pick up pickups	100		
Acceptance test - Game	Picking up a pickup results in a new weapon being added to the itembar	100		
Acceptance test - Game	An enemy can hit the player	100		
Acceptance test - Game	When the player gets hit, she loses a number of pickups. if she has no pickups, she is killed and loses a life	100		
Acceptance test - Game	If the player has no lives left in endless mode, she is put in the game over screen	100		
Acceptance test - Game	When the user touches the screen with two fingers a bomb will be fired if one is available	50	Half implemented. If a bomb would be implemented in the game model, it would already have the support for firing it by touching the screen with two fingers	
Acceptance test - Game	When the user is no longer touching the screen, an option to pause the game will be revealed	0	Discarded feature - Pausing the game	
Acceptance test - Game	Bomb pickups will occasionally spawn	0	Discarded feature - Bomb	
Acceptance test - Game	Bosses will occasionally spawn	0	Discarded feature - Bosses	
Acceptance test - Game	The ship can fire a bomb which destroys all enemy projectiles on screen and damages all enemies, the more projectiles that is destroyed the more points are earned	0	Discarded feature - Bomb	
Acceptance test - Game	When the player dies in story mode, she respawns at the beginning of the level	0	Discarded feature - Different game modes	
Acceptance test - Game Over	Player's score is shown	100		
Acceptance test - Game Over	Player prompted to enter name if score qualifies to the highscore list	100		
Acceptance test - Game Over	Player can choose to go to highscore list from game over screen	0		
Acceptance test - Game settings	Random waves of enemies that gradually gets harder	100		
Acceptance test - Game settings	Can select endless mode	0	Discarded feature - Different game modes	
Acceptance test - Game settings	Can select story mode	0	Discarded feature - Different game modes	
Acceptance test - Game settings	Select between gyro and touch controls	0	Discarded feature - Gyro controls	
Acceptance test - Game settings	Continue already started story mode game	0	Discarded feature - Different game modes	
Acceptance test - Game settings	Start new story mode game	0	Discarded feature - Different game modes	
Acceptance test - Highscore	See list of highscores	100		
Acceptance test - Highscore	Highscore list containing player name tag	100		
Acceptance test - Highscore	Highscore list containing player's score	100		
Acceptance test - Highscore	Highscore list sorted by score and containing a limited number of items	100		
Acceptance test - Highscore	Highscore list containing flag if gyro controls were used or not	0	Discarded feature - Gyro controls	
Acceptance test - Menu	Press start button in menu to play the game	100		
Acceptance test - Menu	Press highscore button in menu to see highscores	100		
Acceptance test - Menu	Press options button in menu to see options	100		
Acceptance test - Menu	Press exit button to exit the game	100		

Acceptance test - Menu	Press achievements button in menu to see achievements	0	Discarded feature - Achievements	
Acceptance test - Options	Clear highscores from options	100		
Acceptance test - Options	Modify sound effects volume in options	0	Discarded feature - Sound settings	
Acceptance test - Options	Modify background volume in options	0	Discarded feature - Sound settings	
Acceptance test - Options	Modify graphics quality in options	0	Discarded feature - Graphics settings	
Unit test	TimerTest	100	Tests the Timer class	
Unit test	ParabolaEnemyTest	100	Tests the ParabolaEnemy class	
Unit test	RandomWaveListTest	100	Tests the RandomWaveList class	
Unit test	AbstractEnemyTest	100	Tests the AbstractEnemy class	
Unit test	SpreadWeaponTest	100	Tests the SpreadWeapon class	
Unit test	EnemyManagerTest	100	Tests the EnemyManager class	
Unit test	SpinningWeaponTest	100	Tests the SpinningWeapon class	
Unit test	HitAndRunEnemyTest	100	Tests the HitAndRunEnemy class	
Unit test	BulletManagerTest	100	Tests the BulletManager class	
Unit test	PlayerShipTest	100	Tests the PlayerShip class	
Unit test	ModelInputTest	100	Tests the ModelInput class	
Unit test	ControllerEventTest	100	Tests the ControllerEvent class	
Unit test	ItemBarTest	100	Tests the ItemBar class	
Unit test	WeaponPickupTest	100	Tests the WeaponPickup class	
Unit test	PickupManagerTest	100	Tests the PickupManager class	
Unit test	VWaveTest	100	Tests the VWave class	
Unit test	BasicBulletTest	100	Tests the BasicBullet class	
Unit test	RectangleWaveTest	100	Tests the RectangleWave class	
Unit test	DimensionTest	100	Tests the Dimension class	
Unit test	BasicWeaponTest	100	Tests the BasicWeapon class	
Unit test	RotationTest	100	Tests the Rotation class	
Unit test	BasicEnemyTest	100	Tests the BasicEnemy class	
Unit test	PlayerTest	100	Tests the Player class	
Unit test	EnemySpawnerTest	100	Tests the EnemySpawner class	
Unit test	AbstractControllerTest	100	Tests the AbstractController class	
Unit test	WeaponFactoryTest	100	Tests the WeaponFactory class	
Unit test	EnemyShipTest	100	Tests the EnemyShip class	
Unit test	PositionTest	100	Tests the Position class	