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Assignment #2 Test Cases

Test Case 1: **Movement Controls**

Inputs: arrow keys, to control ship movement

Up arrow increases ship speed

Down arrow decreases ship speed

Left/Right arrows turn the ship.

Expected Output: for ship direction and speed to change accordingly. These values can be observed by pressing m to pull up the game object values.

Preconditions: Playership is spawned into game already.

Test Case 2: **New Game From File Menu**

Inputs: Clicking the new game in the file menu.

Expected output: A confirmation will prompt the user to confirm that they want to start a new game, warning them that progress will be lost. After confirmation, game should reset values, and delete all game objects.

Precondition: Game is on

Test Case 3: **Mute Functionality**

Inputs: Clicking the mute checkbox in drop down menu.

Expected Output: The checkbox will be ticked, and a pop up dialog will alert the user that sound has been muted.

Precondition: Sound must be enabled.

Test Case 4: **GUI Component Interaction**

Inputs: Click interaction with GUI component

Expected Output: A message printed on system console detailing which GUI component was clicked.

Precondition: GUI Components have to be active on screen, game has to be running.