Manual Testing for the GUI based Version:

After running the game from Eclipse, the Menu should pop out with ASTEROIDS logo and 4 buttons. Clicking the GUIDE should pop out a short instruction. Clicking Play should pop out the main game. Scores should show “Scores won’t be shown until at least 3 people have played” if less than 3 people have played this game. Or the top 3 high scores should be pop out. Quit should quit the game.

In the main game, the UP, DOWN, LEFT, RIGHT keys should be moving the space ship, while the CONTROL, SPACE and ENTER keys should shooting bullets toward the direction that the space ship is facing.

Win or lose the game should pop out different scenes. Winning scene should let user enter name and show the top scores, losing scene shows game over and tell the reason why the user lost. Both lose and win scene have buttons to let user either quit or go back to the main menu.

Text Based version Manual Testing

After running the game from Eclipse, using WASD keys should be able to move the ship around, and after each movement, the asteroid should randomly move.

Junit Test for the GUI based Version

Right click each class with TEST in the title and run as Junit test. The Junit tests are automatically test and the result should be on the left side of the Eclipse.

If the Junit test is not able to run, import Junit 5 library.