

	Test ID	Test Description	Requirements Tested	Pass/Fail?
	MainMenuBackgroundRender	Tests that background of main menu renders correctly	NFR_MENU	Pass
	MainMenuButtonRender	Tests that all buttons on main menu render correctly	NFR_MENU	Pass
	MainMenuTextRender	Tests that all text on main menu renders correctly	NFR_MENU	Pass
	MainMenuScenarioModeButton	Tests that the scenario mode TextButton listener responds correctly to user input (mouse click)	NFR_MENU, UR_SCENARIO_MODE	Pass
	MainMenuEndlessModeButton	Tests that the endless mode TextButton listener responds correctly to user input (mouse click)	NFR_MENU, FR_ENDLESS_MODE	Pass
	MainMenuShopButton	Tests that the shop TextButton listener responds correctly to user input (mouse click)	NFR_MENU, UR_UNLOCK	Pass
	MainMenuInstructionsButton	Tests that the instructions TextButton listener responds correctly to user input (mouse click)	NFR_MENU, UR_INSTRUCTIONS_PAGE	Pass
	MainMenuDifficultyButton	Tests that the difficulty TextButton listener responds correctly to user input (mouse click)	UR_DIFFICULTY, NFR_MENU	Pass
	Tests conducted: 8			
	Tests passed: 8/8. 100%			

	Test ID	Test Description	Requirements Tested	Pass/Fail?
	PlayScreenInstructionsRender	Tests that the instruction page renders correctly before playing	UR_INSTRUCTIONS_PAGE	Pass
	PlayScreenTileMapRender	Tests that the TileMap renders correctly on the PlayScreen	UR_FOOD_PREP	Pass
	PlayScreenChefRender	Tests that all the chefs render correctly on the PlayScreen	UR_CHEF	Pass
	PlayScreenHudRender	Tests that the HUD renders correctly on the PlayScreen	UR_REPUTATION, UR_ENDLESS_SCORE,	Pass
	PlayScreenPowerUpRender	Tests that the PowerUps render correctly on the PlayScreen	UR_POWERUP	Pass
	PlayScreenRecipeRender	Tests that recipes render correctly on the PlayScreen	UR_RECIPES	Pass
	PlayScreenIngredientsRender	Tests that ingredients render correctly on the PlayScreen	UR_FOOD_PREP	Pass
	PlayScreenPrepStatusRender	Tests that the preparation status bars render correctly on the PlayScreen	FR_PREP_FAIL	Pass
	Tests conducted: 8			
	Tests passed: 8/8. 100%			

	Test ID	Test Description	Requirements Tested	Pass/Fail?
	ShopScreenBackgroundRender	Tests that the background image of the shop screen renders correctly	UR_UNLOCK	Pass
	ShopScreenChefRender	Tests that the purchasable chef images render correctly on the shop screen	UR_UNLOCK	Pass
	ShopScreenPlusArrowRender	Tests that the plus arrow button renders correctly on the shop screen	UR_UNLOCK	Pass
	ShopScreenMinusArrowRender	Tests that the minus arrow button renders correctly on the shop screen	UR_UNLOCK	Pass
	ShopScreenBlueIconRender	Tests that the blue icons on the shop screen render correctly	UR_UNLOCK	Pass
	ShopScreenBuyRender	Tests that the buy button on the shop screen renders correctly	UR_UNLOCK	Pass
	ShopScreenExitRender	Tests that the exit button on the shop screen renders correctly	UR_UNLOCK	Pass
	ShopScreenBuyButton	Tests that the buy button on the shop screen responds correctly to user input (mouse click)	UR_UNLOCK	Pass
	ShopScreenExitButton	Tests that the exit button on the shop screen responds correctly to user input (mouse click)	UR_UNLOCK	Pass
	Tests conducted: 9			
	Tests passed: 9/9			

	Test ID	Test Description	Requirements Tested	Pass/Fail?
	DemoScreenTileMapRender	Tests that the TileMap renders correctly on the DemoScreen	FR_DEMO	Pass
	DemoScreenChefRender	Tests that the chefs render correctly on the DemoScreen	FR_DEMO, UR_CHEF	Pass
	DemoScreenHudRender	Tests that the HUD renders correctly on the DemoScreen	FR_DEMO	Pass
	DemoScreenPrepStatusRender	Tests that the preperation status bars render correctly on the DemoScreen	FR_DEMO, FR_PREP_FAIL	Pass
	DemoScreenIngredientsRender	Tests that ingredients render correctly on the DemoScreen	FR_DEMO, UR_FOOD_PREP	Pass
	DemoScreenMovement	Tests that all sprites move as intended on the DemoScreen	FR_DEMO	Pass
	Tests conducted: 6			
	Tests passed: 6/6. 100%			

	Test ID	Test Description	Requirements Tested	Pass/Fail?
	InstructionScreenPageOneRender	Tests that page one of the instruction screen renders correctly	UR_INSTRUCTIONS_PAGE	Pass
	InstructionScreenPageTwoRender	Tests that page two of the instruction screen renders correctly	UR_INSTRUCTIONS_PAGE	Pass
	InstructionScreenPageThreeRender	Tests that page three of the instruction screen renders correctly	UR_INSTRUCTIONS_PAGE	Pass
	InstructionScreenPlusButton	Tests that the plus arrow TextButton listener responds correctly to user input (mouse click)	UR_INSTRUCTIONS_PAGE	Pass
	InstructionScreenMinusButton	Tests that the minus arrow TextButton listener responds correctly to user input (mouse click)	UR_INSTRUCTIONS_PAGE	Pass
	InstructionScreenExitButton	Tests that the exit TextButton listener responds correctly to user input (mouse click)	UR_INSTRUCTIONS_PAGE	Pass
	Tests conducted: 6			
	Tests passed: 6/6. 100%			