Manual Test Descriptions

For each of the manual tests we made a checklist for each requirement, that each screen had to have in order for it to be considered passed.

FR_MAP_LIMIT:
- The player shouldn't be able to walk over any boundaries of the map

FR_WIN_LOSE:
- Player can win the game

FR_MOUSE_CONTROL:
- Mouse should work appropriately

FR_KEYBOARD_CONTROL
- All keyboard controls should work

FR_MAIN_MENU:
- User should be able to press play which initiates the game
- Player should be able to access settings
- The main menu screen should have correct image

FR_SETTINGS:
- User should be able to change:
  - Volume
  - Music
  - Player sounds
- The return button should change the screen to main menu

FR_PAUSE:
- The pause button should pause the game
- Pause menu should appear
- The pause should stop the countdown
- There should be a button to return to game
- There should be a button to go to main menu

FR_RETURN:
- User should always be able to return to the previous screen