

Test Table

ID	Test	Pass/Fail
1	Game starts in special start state.	PASS
2	Player is visible as a yellow dot at y = 5 at start of play state.	PASS
3	Player can be moved up/down in play state.	PASS
4	Play starts when FIRE button pressed.	PASS
5	Obstacles appear as red dots in far right columns and move left in play state.	PASS
6	Powerups appear as green in far right column and move left in play state.	PASS
7	Gameplay switches to a game over state after colliding with 5 red objects (net count, accounting for green contact aswell)	PASS
8	If a high score is reached, it is saved to the EEPROM. Anything lower than the saved high score is ignored but still printed to serial	PASS
9	Objects gradually increase in number over time.	PASS
10	When the end state is reached, the game transitions to the initial start state upon pressing FIRE	PASS
11	The number of objects is capped to increase playability. Meaning there is no "impossible" part of the game.	PASS
12	The numbers displayed at the end of the game, showing the score, are displayed in order and are legible.	PASS