Title: BoundBreaker
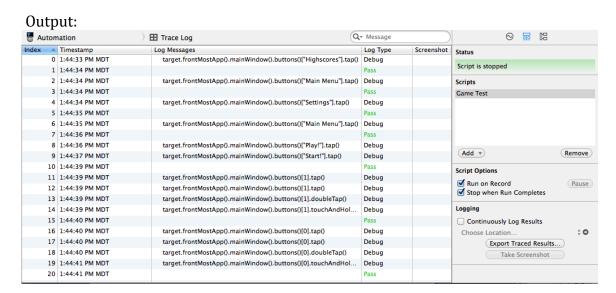**Vision:** Create an addicting and entertaining bus stop app
Who: John Richards, Matt Schroeder, Victor Palacios, Brent Pivnik
VCS: https://github.com/JScottR/BoundBreaker.git
Automated Tests:

IOS Application.
Xcode has a built-in application called Instruments which has an Automation tool. This tool can be used to simulate a user's inputs via JavaScript commands. In addition, Instruments can record actions so as to facilitate the creation of said commands. With this, tests that simulate various user gestures can be implemented to run in a short, automated manner. Below are screenshots of tests for button validation, inter-screen jumps, and in-game movements.

Output:

Part of test code:

```
//Define variables and begin testing
var start = window.buttons()["Start!"];
var rightButton = window.buttons()[1];
var leftButton = window.buttons()[0];

start.tap();
target.delay(delayTime);

//Name test
if(start.name() == "Start!"){
    UIALogger.logPass();
}
else{
    UIALogger.logFail("Wrong name of Start button");
}

//Right and left movement buttons test
if(rightButton.isValid()){
    rightButton.tap();
    rightButton.tap();
    rightButton.doubleTap();
    rightButton.touchAndHold(0.5);
    UIALogger.logPass();
}
else{
    UIALogger.logFail("Invalid right button");
}
```

User Acceptance Tests:

Untitled 1.ods

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fx | Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				**Test Case Template**			
3							
4	Test Case ID: Ball is in map					Test by:	Brent Pivnik
5	Test Priority: High					Test Designed Date: 4-1-15	
6	Description: Test to see that the ball					Test Executed by:	
7	is initialized and on the map.					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Ball is on map			
11							
12							
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							

Test Case 2.ods

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fx | Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				**Test Case Template**			
3							
4	Test Case ID: Ball can move					Test by:	Brent Pivnik
5	Test Priority: High					Test Designed Date: 4-1-15	
6	Description: Test to see that the ball					Test Executed by:	
7	is moved by user					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Ball moves left or right			
11		tap left or right					
12							
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							

Test Case 3.ods

Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				**Test Case Template**			
3							
4	Test Case ID: Ball collision					Test by:	Brent Pivnik
5	Test Priority: High					Test Designed Date: 4-1-15	
6	Description: Test to see that the ball					Test Executed by:	
7	will get knocked down by descending objects					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Ball knocked down			
11	2	Wait for objects to hit		resulting in game over.			
12		ball					
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							

Test Case 4.ods

Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				**Test Case Template**			
3							
4	Test Case ID: Gameover					Test by:	Brent Pivnik
5	Test Priority: Medium					Test Designed Date: 4-1-15	
6	Description: Test to see that the game					Test Executed by:	
7	ends when knocked off screen					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Results in Game over			
11	2	Allow objects to knock		Return to menu			
12		the ball off the screen					
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							

Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				**Test Case Template**			
3							
4	Test Case ID: High score					Test by:	Brent Pivnik
5	Test Priority: Medium					Test Designed Date: 4-1-15	
6	Description: Test to see that score counts					Test Executed by:	
7	while playing.					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Score is shown			
11	2	Play for a bit					
12							
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							