**Game Play**

Player Control

Weapons Control

Weapons

Fuel

Collisions

+Movement of sprite by joy stick is smooth and responsive

+Weapons are responsive to the joy stick

+Weapons go with the correct direction of joy stick

+Normal shot was correct in its direction

-Could not test Chaser, no enemies on screen

-If Laser shot is continuous the Laser comes from the initial deployment location and not the player

+Fuel meter working properly

-Collisions not recognized in gameplay