

2	Select Level	Easy Button Hover	highlights light grey on mouse hover	Pass
		Easy Button Press	highlights grey on mouse hold	Pass
		Medium Button Hover	highlights light grey on mouse hover	Pass
		Medium Button Press	highlights grey on mouse hold	Pass
		Hard Button Hover	highlights light grey on mouse hover	Pass
		Hard Button Press	highlights grey on mouse hold	Pass
		Exit Button Hover	highlights light grey on mouse hover	Pass
		Exit Button Press	Exit application	pass
2	Snake MG	Scene Start: Pellet Spawn	Single pellet starts on screen and food pellets start randomly appearing within the white boundaries	pass
		Scene Start: Score Counter Initializes	Score counter initializes to 10 (default for now)	pass
		Scene Start: Snake Starts Moving	Snake starts moving to right	pass
		Snake Collision: Food Pellet	Food pellet disappears, snake grows by one tail piece, score counter decreased by 1	pass
		Snake Collision: Top Border	Game shifts to game over screen	pass
		Snake Collision: Bottom Border	Game shifts to game over screen	pass
		Snake Collision: Left Border	Game shifts to game over screen	pass
		Snake Collision: Right Border	Game shifts to game over screen	pass
		Snake Collision: Tail	Game shifts to game over screen	pass
		Snake Movement: Up key pressed	Snake starts moving up, tail follows at pivot point	pass
		Snake Movement: Down key pressed	Snake starts moving down, tail follows at pivot point	pass
		Snake Movement: Left key pressed	Snake starts moving right, tail follows at pivot point	pass
		Snake Movement: Right key pressed	Snake starts moving left, tail follows at pivot point	pass
		Score Counter Updated	Accurately displays remaining pellets needed	pass
		Score counter reaches 0	Game correctly ends and proceeds to next scene upon reaching 0 pellets	pass
		Game Over Screen	Displays correctly after game loss	pass
		GO Restart Button Hover	Darkens to a slight grey on mouse hover	pass
		GO Restart Button Press	Darkens to almost black and then restarts the snake game from beginning	pass
		GO Main Menu Button Hover	Darkens to a slight grey on mouse hover	pass
		GO Main Menu Button Press	Darkens to almost black and then Redirects player to main menu	pass
2	Pong Game	Start game button hover	Darkens to a slight grey on mouse hover	pass
		End game button hover	Darkens to a slight grey on mouse hover	pass
		Start game button press	switch to pong game scene	pass
		End game button press	switch to main menu	pass

		Scene starts player waits 2.5 seconds	ball starts moving	pass
		Press up arrow key	right bar moves up	pass
		Press down arrow key	right bar moves down	pass
		Press w key	left bar moves up	pass
		Press s key	left bar moves down	pass
		Ball hits on top border	ball bounces down at an angle same direction in which it hit	pass
		Ball hits on bottom border	ball bounces up at an angle same direction in which it hit	pass
		Ball hits on left bar	ball moves in opposite direction randomly	pass
		Ball hits on right bar	ball moves in opposite direction randomly	pass
		Ball miss to hit on right bar	displays game over with which player wins	pass
		Ball miss to hit on left bar	displays game over with which player wins	pass
		Player 1 win screen	screen displays if player1 wins	pass
		Player 2 win screen	screen displays if player2 wins	pass
		Player 1 screen rematch button hover	Darkens to a slight grey on mouse hover	pass
		Player 1 screen menu button hover	Darkens to a slight grey on mouse hover	pass
		Player 2 screen rematch button hover	Darkens to a slight grey on mouse hover	pass
		Player 2 screen menu button hover	Darkens to a slight grey on mouse hover	pass
		Player 1 screen rematch button press	switch to the game scene	pass
		Player 1 screen menu button press	switch to main menu	pass
		Player 2 screen rematch button press	switch to the game scene	pass
		Player 2 screen rematch button press	switch to main menu	pass