**Test Plan lab09**

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| 2 or more cars are moving from right to left | pass |
| When a car disappears because it drove past the left edge of the game board, move the car to the RIGHT of the right edge of the game  board | pass |
| A tumbleweed should be placed below the road | pass |
| The tumbleweed should not be moving | pass |
| Whenever the up arrow key is pressed:         the tumbleweed moves up         when the up arrow key is released, the tumbleweed stops moving up | pass |
| Whenever the down arrow key is pressed         the tumbleweed moves down         when the down arrow key is released, the tumbleweed stops moving down | pass |
| Whenever the left arrow key is pressed:          the tumbleweed moves to the left         when the left arrow key is released, the tumbleweed stops moving left | pass |
| Whenever the right arrow key is pressed:          the tumbleweed moves to the right         when the right arrow key is released, the tumbleweed stops moving right | pass |
| If the tumbleweed makes it to the other side of the road, without getting hit by a car, then         render the words "Game Over" on the screen | pass |
| if the tumbleweed gets hit by a car, then         render the words "Game Over" on the screen | pass |
| stop the movement of all cars | pass |