

Player

- Player can only move between the three lanes
- Player gets the option to respawn once
- Player respawns with one heart left
- Player becomes invulnerable after being hit and after respawning
- Player invulnerability's duration is as intended
- Invulnerability animation duration is the same as the mechanic's
- Multiplier works as intended
- Jump can be cancelled by sliding and vice versa
- Pressing jump while already jumping does nothing, same with sliding
- Player can still change lanes while sliding/jumping

Game

- Speed rises as intended
- Speed resets when player is hit
- Game pauses when the pause button is pressed
- Game pauses when window loses focus
- Fish add points as intended
- There is a minimum and maximum "fish line" length
- Once a fish line is done, spawn the next one in a different lane
- No two fish spawn next to each other (aka only one fish at a time)

Powerups

- Duration of each powerup works as intended
- Mechanic of each powerup works as intended
- Powerups and durations appear correctly on the bottom left
- Picking up an already active powerup resets the duration

Obstacles

- Obstacles reduce one life from player
- Magnet only attracts fish close to the player
- No three obstacles spawn next to each other (i.e., three trash cans blocking the way)
- There is a minimum and maximum distance between two obstacles spawning
- Obstacle is destroyed after player hits it
- Obstacles do not block fish spawning

Missions

- Missions are being tracked and refreshed correctly
- Mission completion grants reward

Store

- Powerups bought from the store work as intended

- Currency is being tracked correctly