Implement a Tutorial

As a user I want to be able to learn how to play the game before I get into the harder levels.

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| Test Case ID | | Workplan A8.1 | |
| Owner of Test | | Ty Hutchison | |
| Test Name | | Implement a Tutorial Test | |
| Date of Last Revision | | 09/29/2021 | |
| Test Objective | | Ensure that a tutorial is added and that it is selectable, playable, and teaches the user the game. | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass |
| 1 | Run the game and come up to the main menu | Game runs and opens to main menu |  |
| 2 | Select the mode Tutorial and press space bar | Tutorial is selected and begins the level |  |
| 3 | Go through the tutorial and learn how to play the game | User completes tutorial and properly knows how to play the game |  |
| 4 | Return to the main menu after the level is complete | After the gold block is hit return to the main menu |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |