Menu Mouse Input

As a player, I want to be able to navigate the menu using the mouse instead of being forced to use keyboard input so I can get to what I want faster.

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| Test Case ID | | Workplan B2 | |
| Owner of Test | | Thomas Kwashnak | |
| Test Name | | Menu Mouse Input test | |
| Date of Last Revision | | 09/29/2021 | |
| Test Objective | | Ensure that the user can use the mouse to fully navigate the menu | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass |
| 1. | Run the game | The game successfully opens |  |
| 2. | Move the mouse over words on the screen | Hovering over text “highlights” that text |  |
| 3. | Click on “options” | Clicking on options menu opens up the options screen |  |
| 4. | Hover over volume options | Hovering over volume options highlights each selection |  |
| 5. | Click on the back arrow | Clicking the back arrow navigates the user back to the main menu |  |
| 6. | Click on the “Start game” | Clicking on the “start game” begins the game |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |