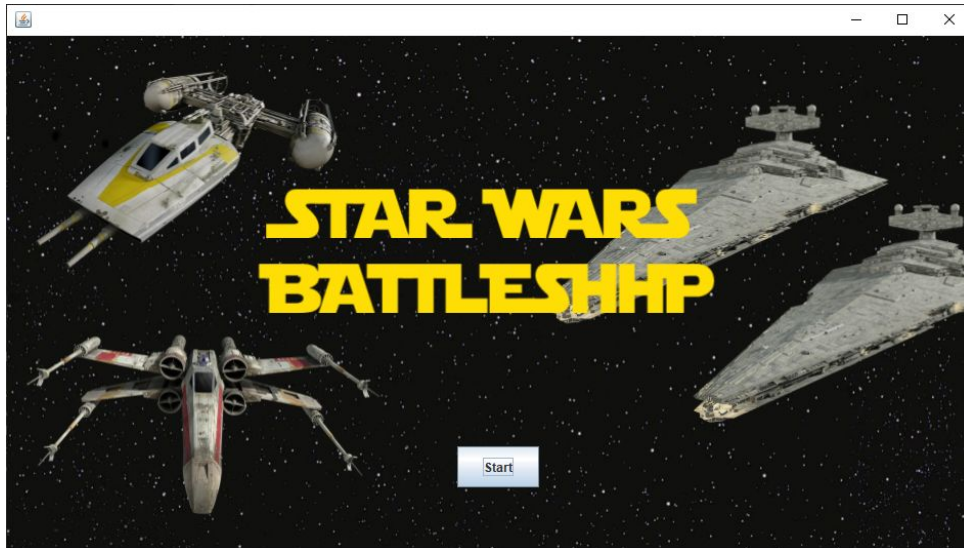


# Testing:

## First Screen: Start Screen



Notes:

- Works as I wanted
- Start Button goes to next screen

## Second Screen: Faction Screen

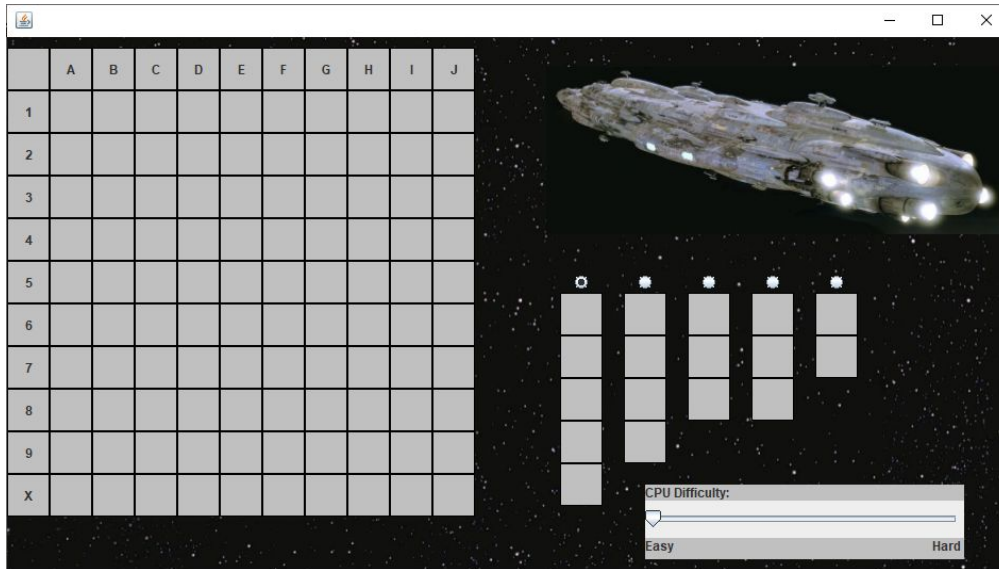


Notes:

- Looks great

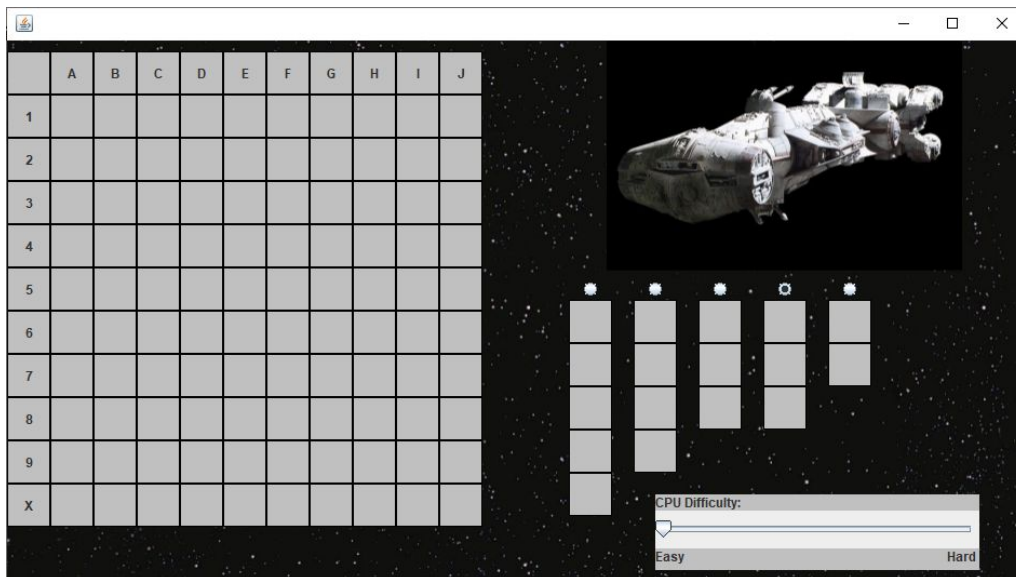
- Buttons work as well, the rebels on going to the rebel ship select, while the empire one goes to empire ship select

## Third Screen: Rebels Ship Select

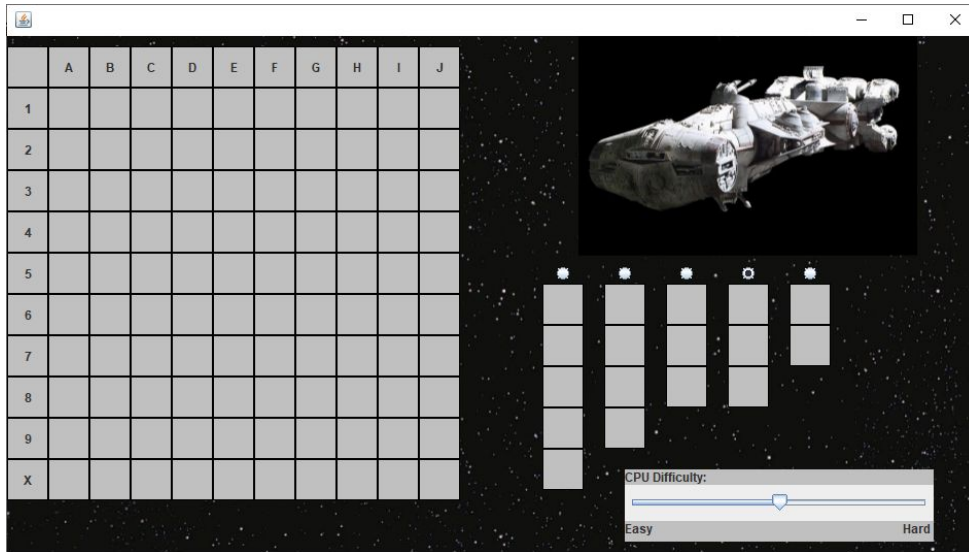


### Notes:

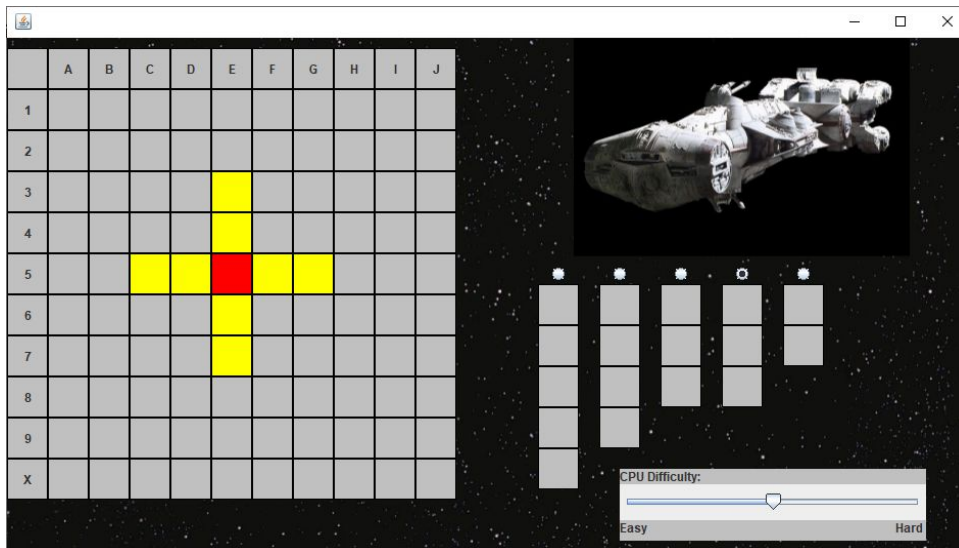
- Looks good
- Radial buttons work:



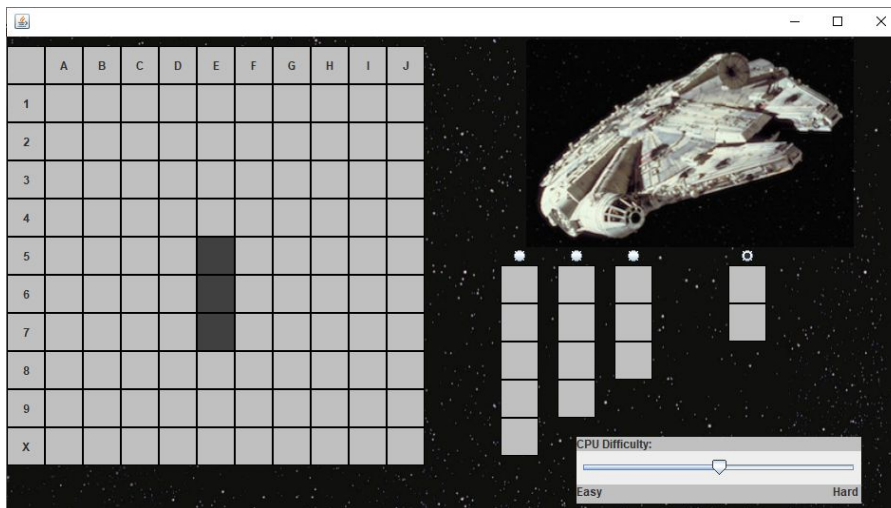
- Slider works



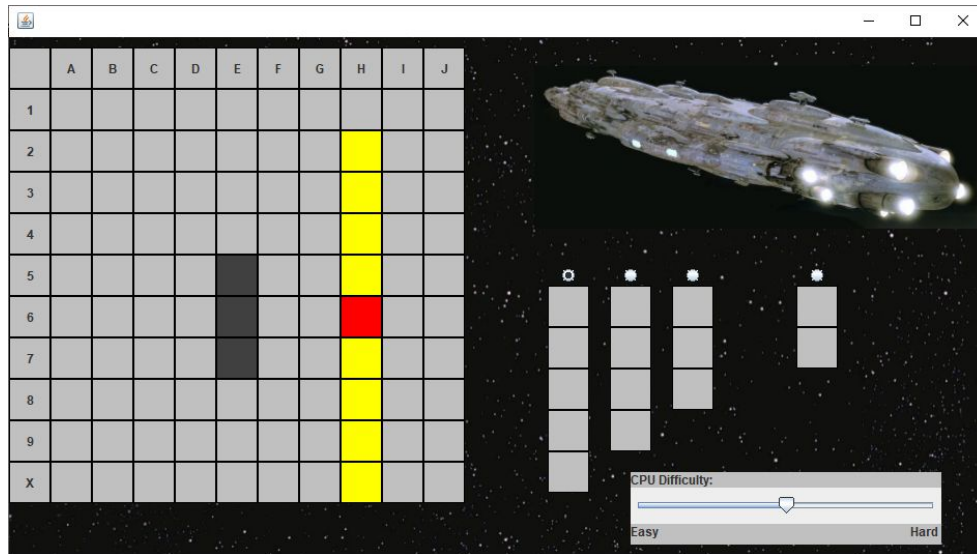
- First point placement works



- Second point placement works

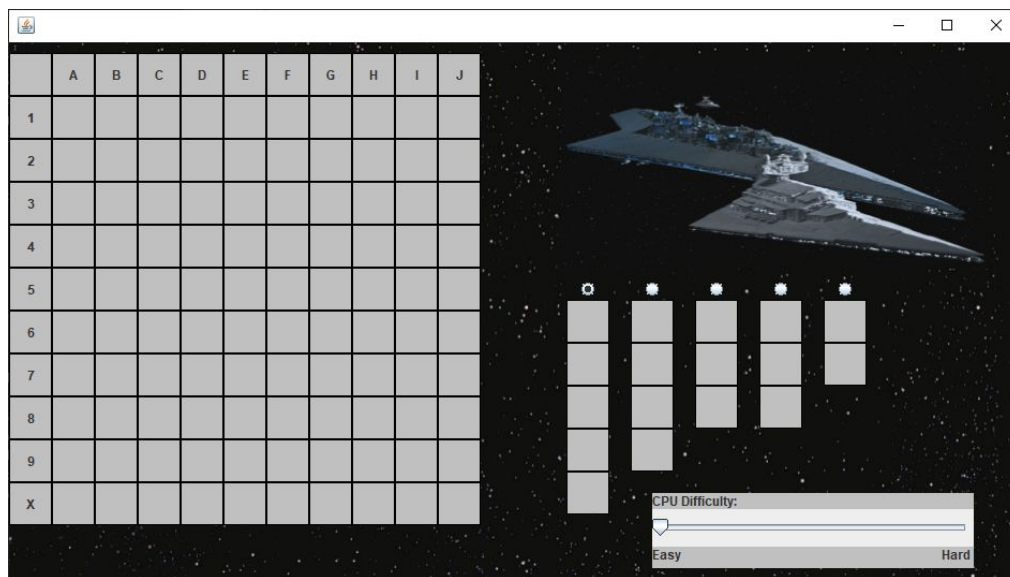


- Radial button automatically switched over
- Smart placement (not touching walls and other ships) works



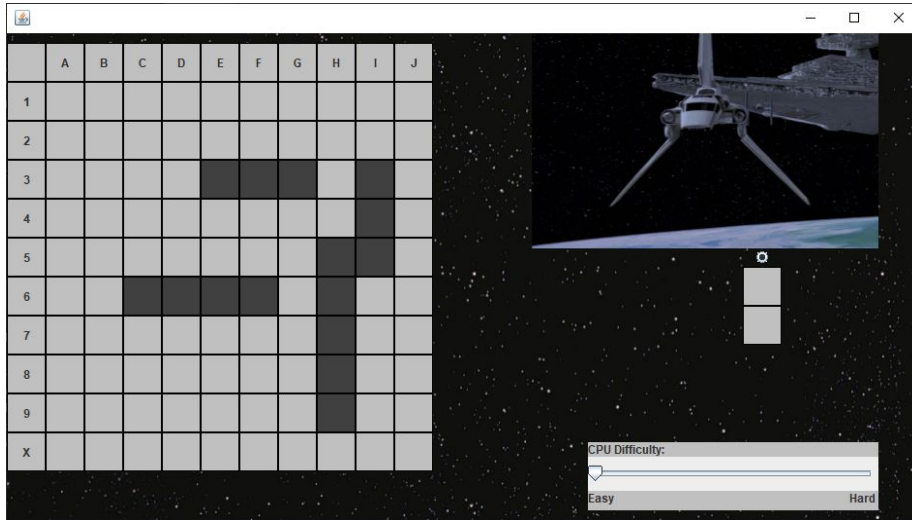
- Placing all five ships goes to next screen

## Fourth Screen: Empire Ship Select

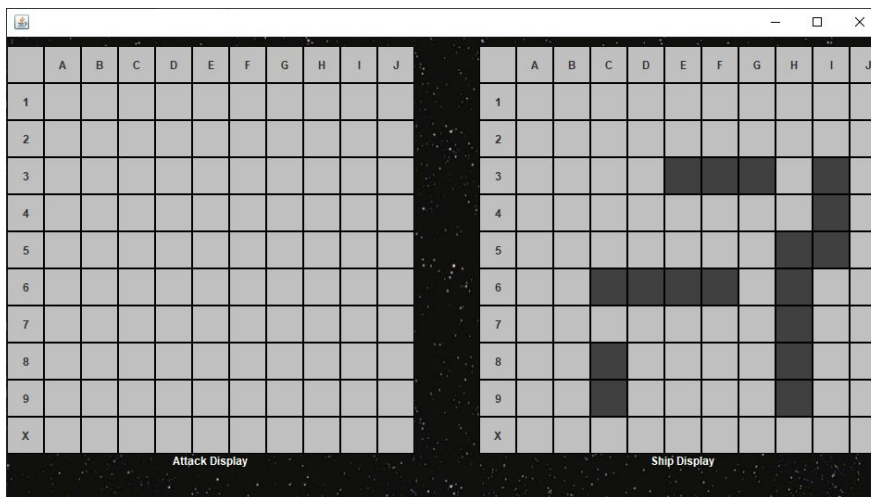


### Notes:

- Everything works correctly just like the rebel ships one

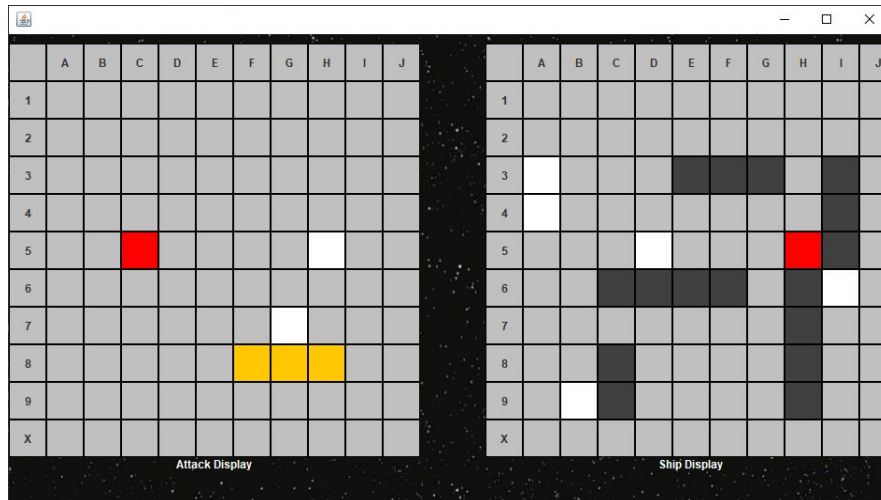


## Fifth Screen: (game screen)



### Notes:

- Both boards exist
- Hit and Miss and sunk works correctly on both screens



- Opponent is also firing, hitting and missing

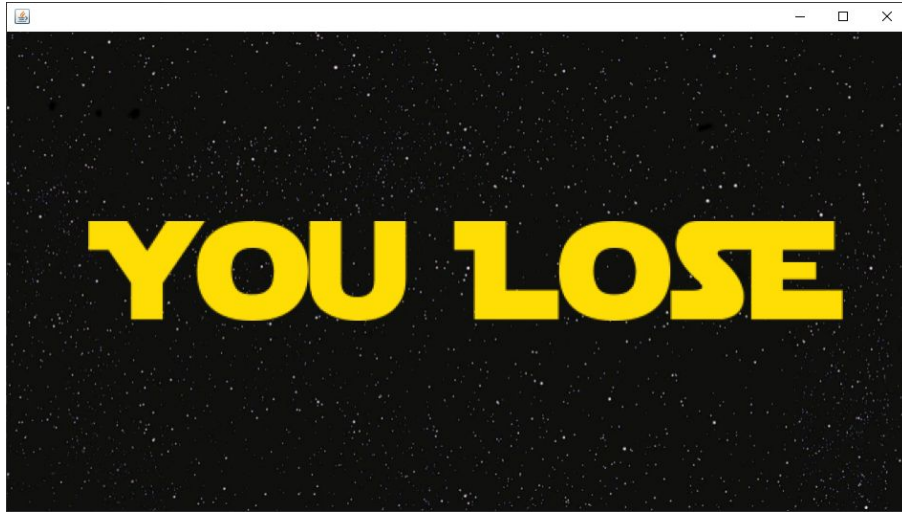
## Sixth Screen: (Result Screen)

- Player can win



- Player can also lose





- I used the easiest difficulty to get the win scenario and the hardest difficulty to get the lose scenario so the cpu difficulty works.