

## **Milestone 4: Testing Documentation**

### **Adavya Bhutani**

- Restart Button
  - Checks that clicking the restart button on the game over screen takes the player back to the welcome screen.
- Exit Button
  - Checks that clicking the exit button on the game over screen closes the game.

### **Maniya Dahiya**

- Surrender Button
  - Checks that the surrender button is visible once the game has started.
- Time Not Updated Before Start
  - Checks that the time does not change if the game has not started.

### **Mehul Rastogi**

- Money Not Updated Before Start
  - Checks that the player's money is not updated before the start combat button on the game screen is pressed.
- Towers Not Placed Before Start
  - Checks that an alert is generated if the player tries to buy a tower before pressing the start combat button on the game screen.

### **Navya Khanna**

- Enemy Spawns
  - Checks that a new enemy is spawned after every 3 seconds.
- Enemy Moves
  - Checks that the enemy's location changes from its initial location.

### **Prakhar Mittal**

- Enemy Reaches Monument
  - Checks that an enemy reaches the monument by travelling up the path after being spawned.
- Enemy Damages Monument
  - Checks that once an enemy reaches the monument, it damages the monument and the monument health decreases.