Milestone 5: Testing Documentation

Maniya Dahiya

- DPS By Tower Type

  - Verify that different types of towers vary in the damage per second dealt to enemies in range.

- Money Updates By Time

  - Verify that the player's money increases by 10 every 10 seconds.

Navya Khanna

- Money Updates By Enemy

  - Verify that the player's money increases by 5 for every enemy killed.

- Spawn By Enemy Type

  - Verify that different types of enemies are spawned every 3 seconds.

Adavya Bhutani

- Tower Damages Enemy

  - Verify that a tower placed by the player deals damage to any moving/reached enemies over the course of the game.

- Kills Label Updates

  - Verify that the kills label updates correctly every time a tower defeats an enemy.

Mehul Rastogi

- Enemy Damages Tower

  - Verify that any moving/reached enemies deal damage to towers placed by the player over the course of the game.

- DPS by Enemy Type

  - Verify that different types of enemies vary in the damage per second dealt to towers in range.

Prakhar Mittal

- Health By Enemy Type
    - Verify that different types of enemies vary in their starting health.
- Range By Enemy Type
    - Verify that different types of enemies vary in their range within which they deal damage to towers.