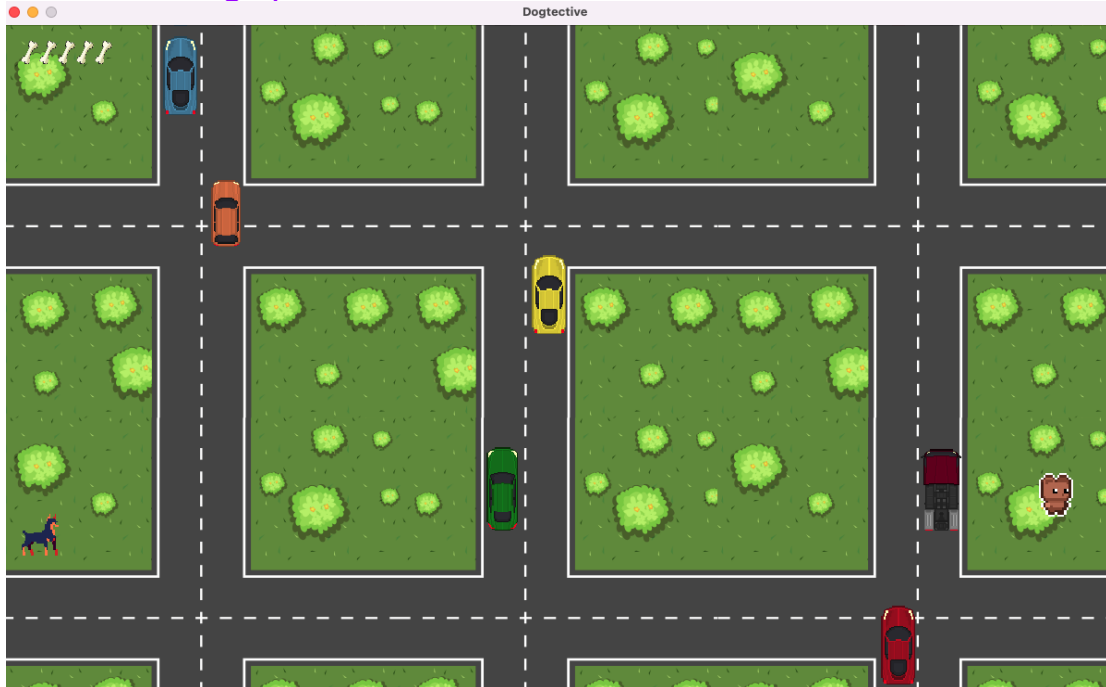Manual Testing
Feature 1: Dog moves down

Given The dog is on the screen

When The user presses the down arrow key on the keyboard
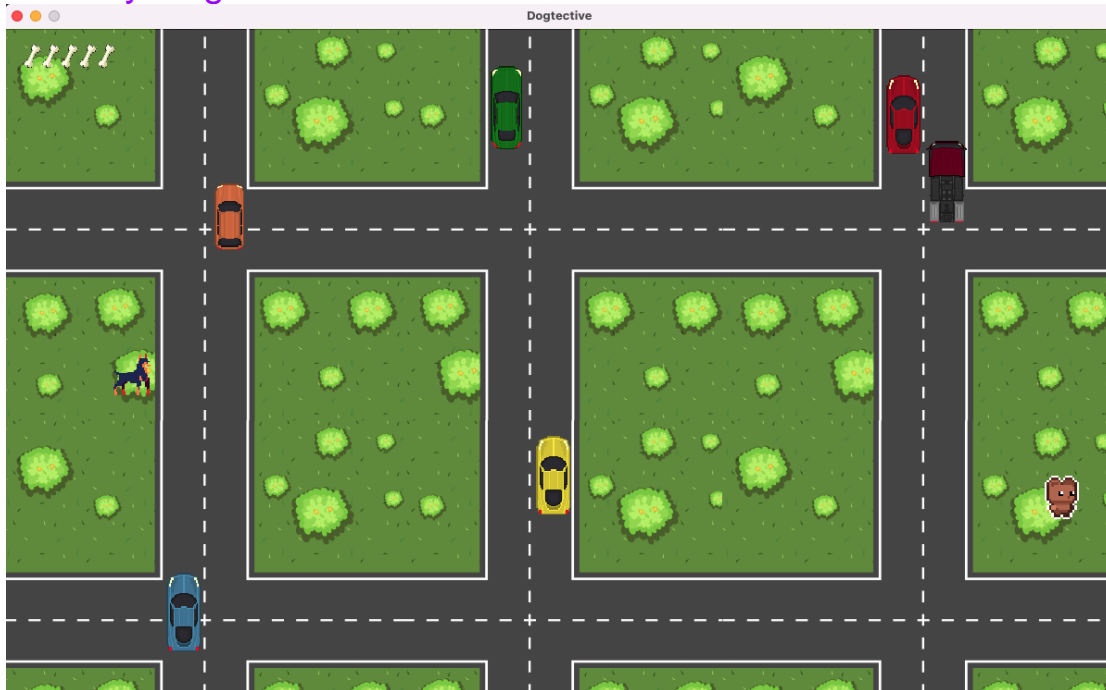
Then The dog sprite moves down the screen

**And/But** Up/Down/Left/Right key presses also tested

Feature 2: Dog takes damage when colliding with car (bones depleted in top left corner, by 1 for a slow, standard car)

Given The dog is on the screen, the car is on screen, and the dog has not collide with anything

When The user moves the dog into the car

Then The dog's health, as measured by the number of bones in the top left corner, reduces by one
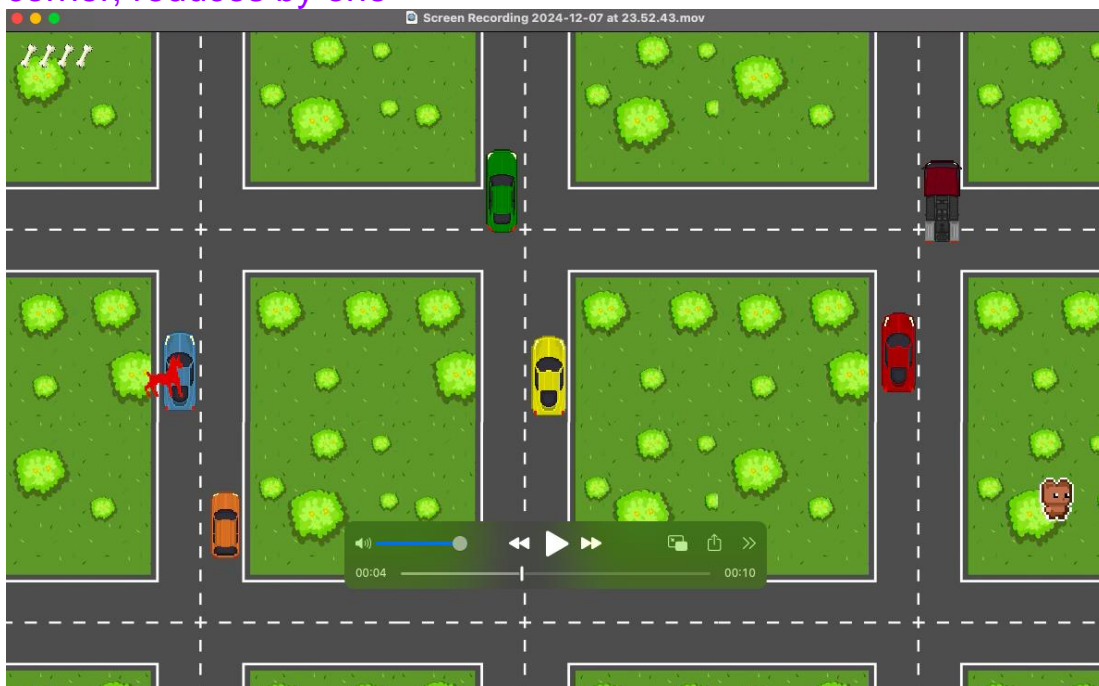
And/But And the car collided with is a small, slow car

Feature 3: Dog takes damage when colliding with a vehicle (the red flashing hurt animation is shown)

Given The dog is on the screen, the car is on screen, and the dog is not colliding with anything

When The user moves the dog into the vehicle

Then the dog icon should flash red

And/But And the vehicle hit is any type

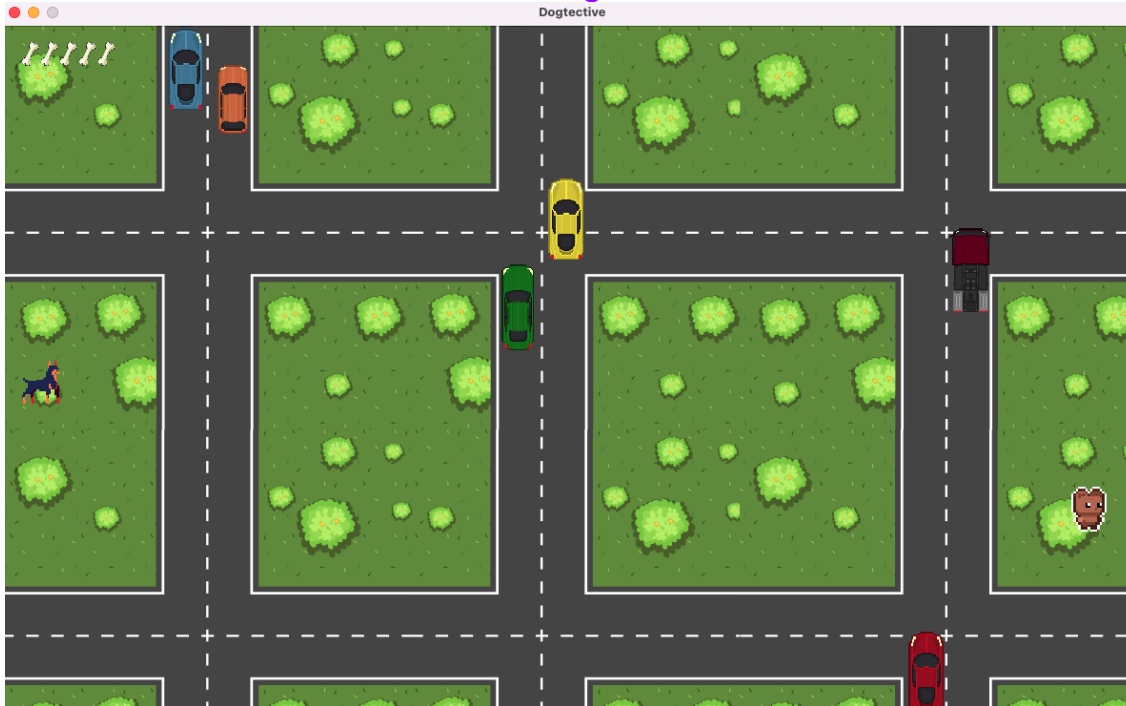**Feature 4**: The menu's play button leads the user to the game level

Given The menu is on the screen

When The user presses the play button

Then The user will be taken to the game screen
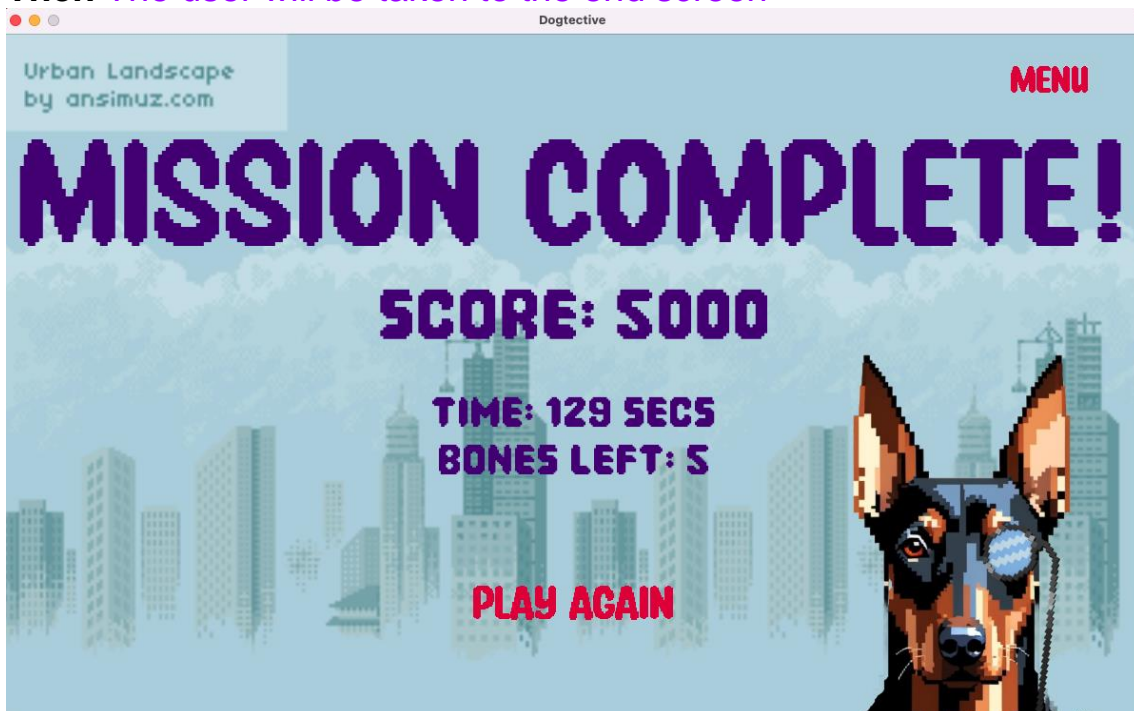
Manual Testing

Feature 5: The End screen (Mission Complete) displays winning score, time and bones left

Given The dog reaches the lost toy
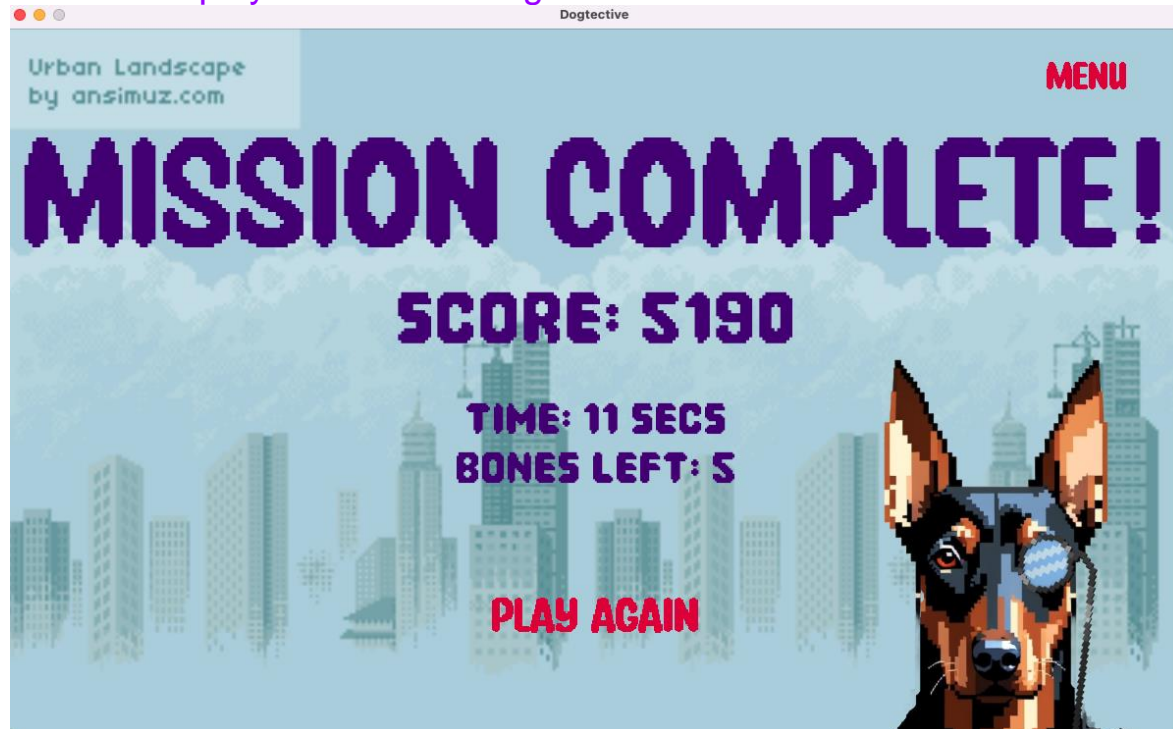

When The user collides with lost toy

Then The user will be taken to the end screen

Feature 6: The End screen (Mission Complete) menu button leads the user back to the main menu

Given The player has won the game

When The user clicks on the MENU button in the top-right corner

Then The user will be taken back to the main menu