

Alien Invasion Test scenarios

1. **Player collects a falling apple**

- The apple is falling.
- The player moves into the apple.
- The apple disappears.
- The yum sound plays.
- The missed counter does not increase.

2. **Player touches an apple after it fell**

- The apple is on the ground.
- The player moves over it.
- The apple does not disappear.
- The sound does not play.
- The missed counter stays correct.

3. **Player misses an apple**

- The apple falls to the ground without being collected.
- The missed counter increases by 1.
- The apple stops moving.

4. Apples fall in random order

- Multiple apples are on the trees.
- The order they fall changes each game.
- The shuffled list is not the same as the original list.

5. Player hits screen boundary

- The player moves to the far left or right.
- The player does not leave the screen.

6. Level completion triggers correctly

- All apples are collected or on the ground.
- The level completes.
- If missed ≤ 5 , the message says "You Won!"
- If missed > 5 , the message says "You Failed!"

9. Apples spawn near trees

- Apples appear around the trees.
- Apple x position is near the tree.
- Apple y position is near the tree.

10. Shrubs are evenly spread

- Shrubs appear on the background.
- Shrubs are spread across the screen.
- Shrubs do not go off-screen.