**Game Testing Criteria**

1. Test bounds of window, make sure player cannot leave view at any point
2. Check whether bullets are colliding before disappearing
3. Check if same amount of health is lost each time a bullet of the same time collides with player
4. Check the score increases accurately
   1. 20 for small (red ship)
   2. 40 for big (blue ship)
   3. 2000 for defeating the boss
5. Test pause menu
   1. Should enable/disable using esc key
6. Test restarting the game by exiting the game via pause menu and loading a new game from the main menu (without exiting application)
   1. Note if enemies spawn immediately
   2. Note if health hasn’t been reset