

# Test Document

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Test Item	Input	Expected output	Actual output	remarks
Menu	Click the play button	The menu items disappear and the player can begin moving, the level timer starts ticking	The menu items disappear and the player can begin moving, the level timer starts ticking	
Instructions	Click the Instructions button	The instructions window should appear	The instructions window should appear	Clicking the back button will make it dissappear
Screen Collision	Directional input to run into the side of the screen	Player stops	Player stops	
Enemy collision	Directional input to run into an enemy	Player is hurt and given invulnerability for half a second	Player is hurt and given invulnerability for half a second	On death a gameover screen is displayed and the player restarts the game, score is added to the highscore table
Item pickup	Player interacts with a powerup	Item disappears and the respective stats change	Item disappears and the respective stats change	Depending on the pickup, the player can speed up, or have their weapon change
level Progression	When the timer hits zero, a level progression screen appears	The player is prompted to hit c to continue and is given (1000*level completed + 1000 * lives left) points	The player is prompted to hit c to continue and is given (1000*level completed + 1000 * lives left) points	
attacking	pressing the space key	The player shoots bullets	The player shoots bullets	Doing this towards an enemy damage it
Bomb	Press the b key	The player drops a bomb which explodes	The player drops a bomb which explodes	Enemies who contact the bomb are

				destroyed. This does no damage to bosses.
Sound effects	attacking, or getting hurt	A sound affect should play corresponding to the particular action	A sound affect should play corresponding to the particular action	The main theme should play when the game is loaded
Pausing	When pressing the p key	The game pauses and displays the pause message	The game pauses and displays the pause message	
Player Death	Losing all lives to enemies	Game over screen is displayed, player's score is put into the highscore table	Game over screen is displayed, player's score is put into the highscore table	Clicking to continue brings the player back to the menu screen
Bosses	Get to the third and fifth level	A helicopter boss and gunship boss should appear in respective order	A helicopter boss and gunship boss should appear in respective order	