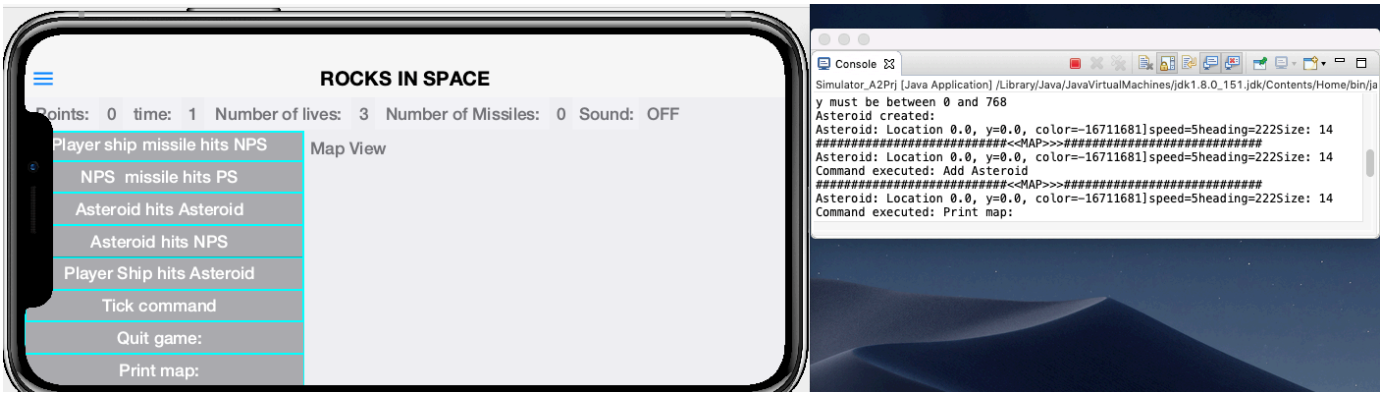
Test Case 1: Create Asteroid by pushing UI button:



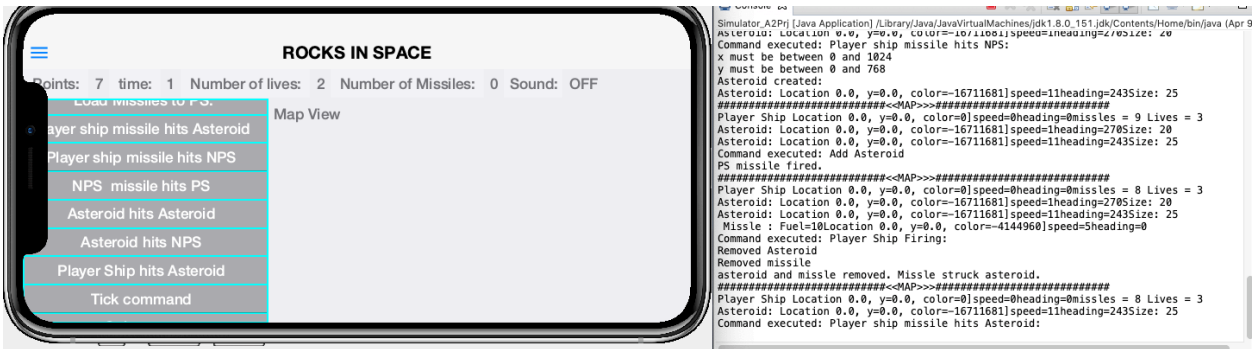
Test Case 2 Create Player Ship and asteroid collision.

Number of lives was decremented .

Test Case 3 PS Missile kills NPS

Score on UI incremented and missile and NPS removed.

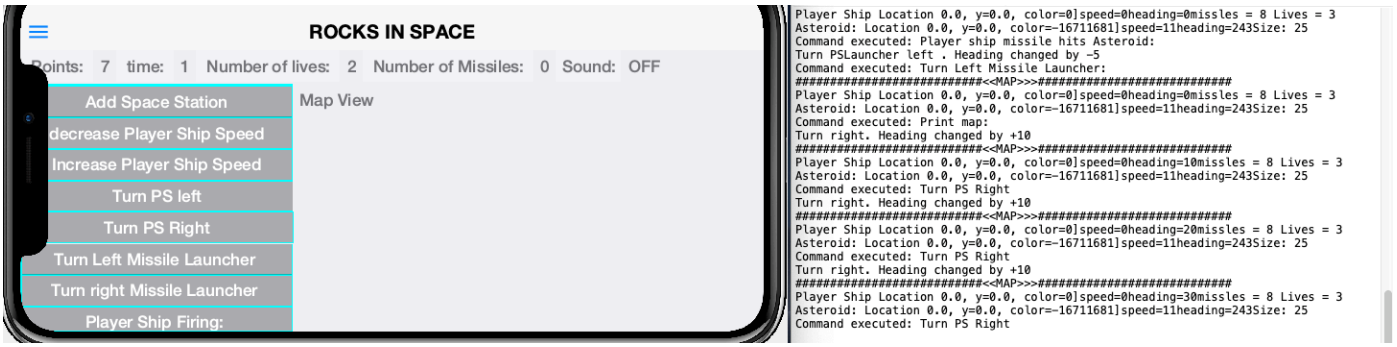
Test Case 4: PS Missile kills asteroid.



Score increased by 1 and asteroid and missile removed.

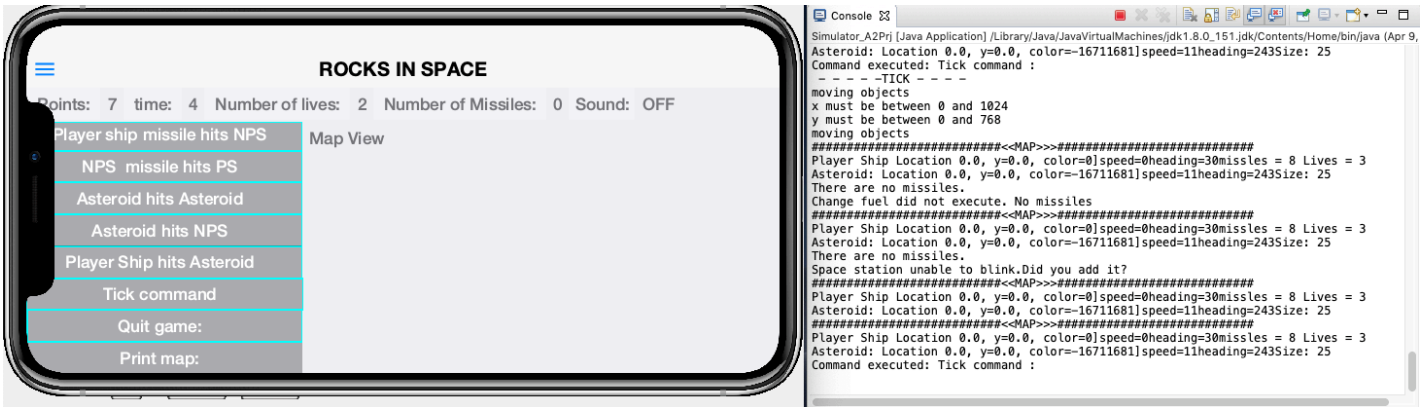
Test Case 5: PS launcher Turn Left:

Test Case 6 PS turn right:



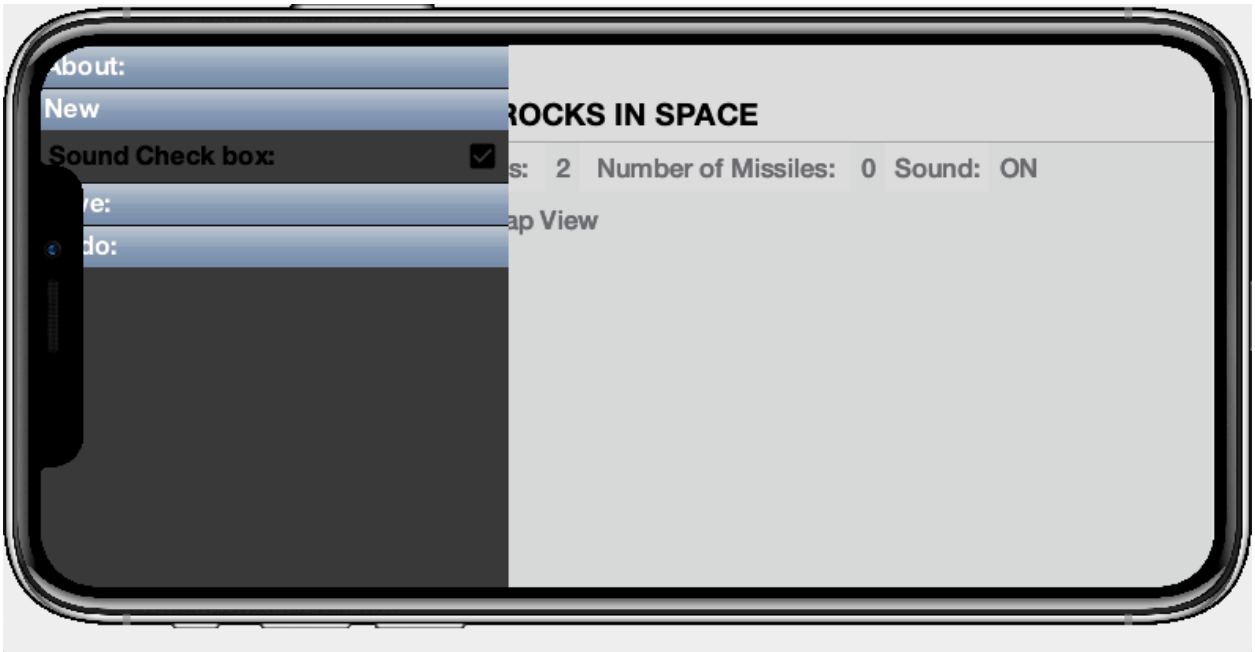
PS heading changed to 30.

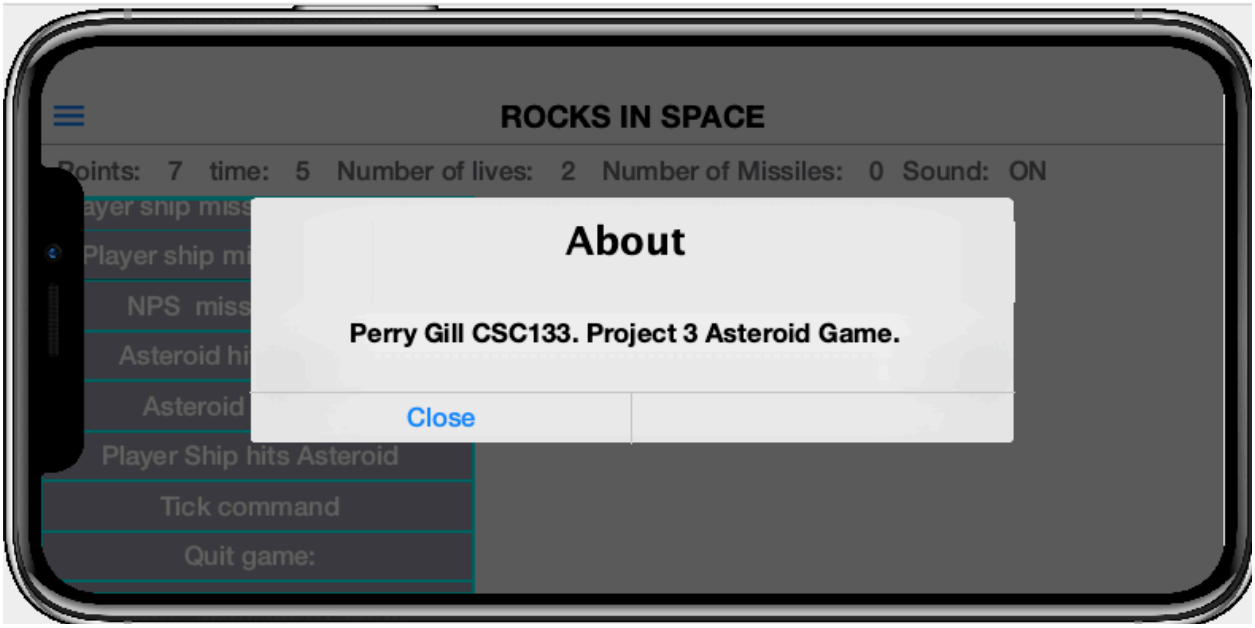
Test Case 7: tick command



Ticked 3 times. Tick command executed and time increased on UI.

Test case 8: clicking sound check button:



Sound button checked. And sound on UI switched to ON.

TestCase 9: about Command dialog box.