# Development/Testing Process

**Development** - Spaceship class

**Development** – Playership class

**Test** – playership movement

**Development** – Weapon class

**Development** – Bullet class

**Test** – playership firing

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| Test No. | Test Name | Test Description | Test Evidence/Result |
| 001 | Fire bullet | Use left mouse button to test if bullets can be fired and get rendered correctly |  |
| 002 | Bullet movement | Fire bullets at different directions to test for the calculations of direction and movement of bullets |  |
| 003 | Bullet removal | Print out the number of bullets currently being stored to test if bullets outside the screen gets deleted |  |

**Development** – EnemyShip class