Program/shader creation				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Shaders are created and attached to program	No console errors should appear	As expected	N/A	

FPS				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Player starts game	Game should run at 60 FPS	As expected	N/A	

WebGL rendering				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Game is running	No WebGL offscreen errors should appear in console	As expected	N/A	

PointerLock controls				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Player starts game, and clicks the screen	Their mouse pointer gets locked	As expected	N/A	
Player presses escape	Mouse gets released from pointerlock	As expected	N/A	

Player movement				
Case	Expected Outcome	Actual Outcome	Solution	Notes
When player holds UP arrow key	Player should move forward	As expected	N/A	Perhaps change to W for forward makes more sense
When player holds DOWN arrow key	Player should move backwards	As expected	N/A	Perhaps change to S for backward makes more sense
Player moves mouse whilst pointer is locked	Players camera should rotate in correct direction	As expected	N/A	

Object creation				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Game objects/meshes are created	All objects should have twice the number of indices to vertices	As expected	N/A	

Audio				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Game objects/meshes are created	All objects should have twice the number of indices to vertices	As expected	N/A	

WorldState				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Game saves every specified amount of time	Player position is saved	As expected	N/A	
Game loads with saved position in storage	If previous position saved, that gets loaded as the current player position	As expected	N/A	
Game loads for first time	If no previously saved position the player position	As expected	N/A	

	gets set to the original spawn point			

Prospecting				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Player is in range of rock, and holds P key to prospect	Prospecting bar displays and starts incrementing	As expected	N/A	
Player is prospecting rock and lets go of P key	The prospecting bar disappears and the value is reset	As expected	N/A	
Player not in range of rock and tries to prospect	Nothing should happen	As expected	N/A	
Player fully prospects rock	Prospecting bar should disappear and value resets	As expected	N/A	
Player starts prospecting rock, then moves out of range	Prospecting bar should disappear	Fails		Bar doesn't disappear

Fog				
Case	Expected Outcome	Actual Outcome	Solution	Notes
An object is far away from the player	Its texture should be completed blended with the sky colour	As expected	N/A	

Collision				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Player tries to walk off map	They get pushed back	As expected	N/A	
Player collides with rock	They get pushed back	As expected	N/A	
Player walks over terrain	The users height gets set to nearest terrain vertex height	As expected	Space terrain vertices closer together	Very bumpy with low movement speed

Inventory				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Player prospects rock	It gets added to their inventory	As expected	N/A	
Player is in range of rock with full inventory	Rock doesn't get added to their inventory, and "inventory full" message displays	As expected	N/A	
Player goes in range of lander	Player inventory gets emptied	As expected	N/A	

Hitpoints bar				
Case	Expected Outcome	Actual Outcome	Solution	Notes
Player collides with rock	Hitpoints decrease by 10, and GUI updates	As expected	N/A	
Player collides with edge of map	Hitpoints stays the same	As expected	N/A	
Player reaches 0 hitpoints	Game over screen			