

# Deliverable - Iterative Enhancement Plan

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## Iterative Enhancement Plan (IEP)

1. Print the Shark, obstacle and fish.
  - a. Test: run the code, the shark, obstacle and fish should print out
2. Make a Fish appear in a random location
  - a. Test: run the code, a fish should appear at a random location on the screen. If a fish appears anywhere on the screen, the test passes. If a fish does not appear on the screen, the test fails
3. Make an obstacle appear in a random location
  - a. Test: run the code, an obstacle should appear at a random location on the screen. If an obstacle appears anywhere on the screen, the test passes. If an obstacle does not appear on the screen, the test fails
4. Make the score go up when a shark eats a fish
  - a. Test: run the code, have the shark eat the fish. If the score goes up and the fish is moved elsewhere on the board the test passes. If the score does not go up the test fails, if the fish does not move to another random location the test fails.
5. Checks for a win or loss
  - a. Test: play a game, test for win conditions and loss conditions