**Testing – Verification & Validation**

* Testing if the player (snail) would move – When we added the snail rect with .topleft(), the snail would not move with any of our inputs. However we saw that we didn’t indent correctly and we didn’t initialize moveUp,Down,Left,Right, and that immediately fixed the movement problem. FIXED
* Testing the movement of the player (snail) – When we tried to move the snail it would leave behind an image like a stamp-effect but we figured out we didn’t have a display.update() at the end of the while loop and thus fixed the issue. FIXED
* Testing if the player (snail) can collect an orb – When we were testing if player can collect the orbs, we used the colliderect() method, but it would not work. We discovered we used the wrong parameters for the method, and when we corrected it, the player was now able to collect the orbs. FIXED
* Testing the functionality of the green orb – We collected one green orb to see if it gave the player 500 extra points. Then we collected another one to see if gave the player 1000 points because the green orb’s value increases by 500 points every time the player collects another one. FUNCTIONAL
* Testing the functionality of the red orb – We collected one red orb to see if it gave the player increased speed and a score multiplier. Then we collected another red orb to see if it increased the speed and multiplier once more. FUNCTIONAL
* Testing the sound effects – When we added the sound effects to the game, it would not activate when called to. However we learned that when using mixer.sound the sound file needed to be .wav not .mp3, so we corrected that thus fixing the problem. FIXED