# Tests 11 April

**The Collision is working with Objects and Movable Objects.**

Ship bounces correctly off rocks and bullets collide with ships and deal damage

**Power ups are working**

Two powerups are created in the level and correctly disappear/reappear after collision

**Controls are working**

XINPUT controllers work, keyboard controls still work correctly for 1 player

**GUI is displaying everything correct (Speed, health and boost are being updated correctly)**

Gui keeps track of Speed, health, ammo and boost and displays them correctly

**Multiplayer is working**

2 ships are spawned and controlled correctly by either the controller or keyboard inputs depending on controller being connected

**The level is working**

The player can finish at the finish, collider is still pretty big. Player is put at the start upon finishing. Player moves back after respawning

# Tests 7 April

**The Collision is working with Objects and Movable Objects.**

Ship bounces correctly off rocks

**Power ups are working**

A powerup is created in the level, currently can collide with player. Does not give stats yet.

**Controls are working**

XINPUT controllers work, keyboard controls still work correctly for 1 player

**GUI is displaying everything correct (Speed, health and boost are being updated correctly)**

Gui keeps track of Speed, health and boost and displays them correctly

**Multiplayer is working**

2 ships are spawned and controlled correctly by either the controller or keyboard inputs depending on controller being connected

**The level is working**

The player can finish at the finish, collider is still pretty big. Player is put at the start upon finishing. Player moves back after respawning.

# Tests 2 April

**The Collision is working with Objects and Movable Objects.**

Ship bounces correctly off rocks

**Power ups are working**

Powerups are not yet implemented

**Controls are working**

XINPUT controllers added and currently functional, keyboard controls still work correctly for 1 player

**GUI is displaying everything correct (Speed, health and boost are being updated correctly)**

Gui keeps track of Speed, health and boost and displays them correctly

**Multiplayer is working**

2 ships are spawned and controlled correctly by either the controller or keyboard inputs depending on controller being connected

**The level is working**

The player can finish at the finish, collider is still pretty big. Player is put at the start upon finishing. Player moves back after respawning.

# Tests 1 April

**The Collision is working with Objects and Movable Objects.**

Ship bounces correctly off rocks

**Power ups are working**

Powerups are not yet implemented

**Controls are working**

XINPUT controllers added and currently functional, keyboard controls still work correctly for 1 player

**GUI is displaying everything correct (Speed, health and boost are being updated correctly)**

Gui keeps track of Speed, health and newly added boost and displays them correctly

**Multiplayer is working**

2 ships are spawned and controlled correctly by keyboard inputs

**The level is working**

The player can finish at the finish, collider is still pretty big. Player is put at the start upon finishing. Player moves back after respawning.

# Tests 21 March

**The Collision is working with Objects and Movable Objects.**

Ship bounces correctly off rocks

**Power ups are working**

Powerups are not yet implemented

**Controls are working**

Both ships are controlled by keyboard, bug with laptop controls which results in if more than 5 inputs happen on the same frame the last one does not register ingame.

**GUI is displaying everything correct (Speed, health and boost are being updated correctly)**

Gui keeps track of Speed, health and displays them correctly

**Multiplayer is working**

2 ships are spawned and controlled correctly by keyboard inputs

**The level is working**

The player can finish at the finish, collider is still pretty big. Player is put at the start upon finishing. Player moves back after respawning.