**Quality Assurance Checklist**

* Title Screen shows up and allows the Player to start the game after the click of the start button
* Background is moving, music is playing, text appears in top left corner, Poñyu sprite appears, and two enemy sprites with health bars appear
* Poñyu appears on screen and can jump with the up arrow, move left to right with the left and right arrow keys, and shoot slimeballs with spacebar
  + Shooting slimeballs has a sound effect
* Cráneo Fuegos spawn, go on a set path on the screen, and progressively get faster when hit
  + Hitting and defeating Cráneo Fuegos have different sound effect
* When hit with a slimeball, the CráneoFuegos health decreases by 1 and the

health bar shows more red

* After Cinnabon Delights score is 250, two speech bubbles appear on the right side of the screen
  + Screen turns black, music stops, and third speech bubble appears
* The music kicks in, and the final boss appears on a static background and teleports randomly on screen after being hit
  + Speech bubbles disappeared
  + Final boss has a health bar too
  + Poñyu can attack the enemy and get hit by the enemy via collision
  + Music stops and sound effect plays after boss is defeated
* End screen appears for about 30 seconds, and the game breaks by itself afterward