

Test Table

ID	Test	Pass/Fail
1	Game starts in start state	pass
2	Player is visible as a green dot at correct position at beginning of play state	pass
3	Car moves left on LEFT and right on RIGHT in Playing state	pass
4	Play starts on button FIRE	pass
5	Obstacles appear as yellow dots between the track limits in play state	pass
6	Obstacles dots moving down the screen	Coded but failed
7	speed up the game	Coded but failed
8	Collision with obstacle goes into End state	Pass
9	Car cannot be moved in End state	pass
10	"images" Shown in Start and End state is correct	Pass
11	Track created as red lines and player can't pass through them	Pass
12	Multiple Lives	pass
13	Speeding up the game	Fail
14	Keep and show score	pass
15	Allow more than one obstacle on screen	fail
16	Store high score on the EEPROM	pass