Manual Testing for a Random Shooter Game - Week 1

Prerequisites: You need Python 3 to run this code.

Environment setup and configurations: Clone this repository from github (or download it however you want). Then run

```
pip install -r requirements.txt
```

To start the program, use

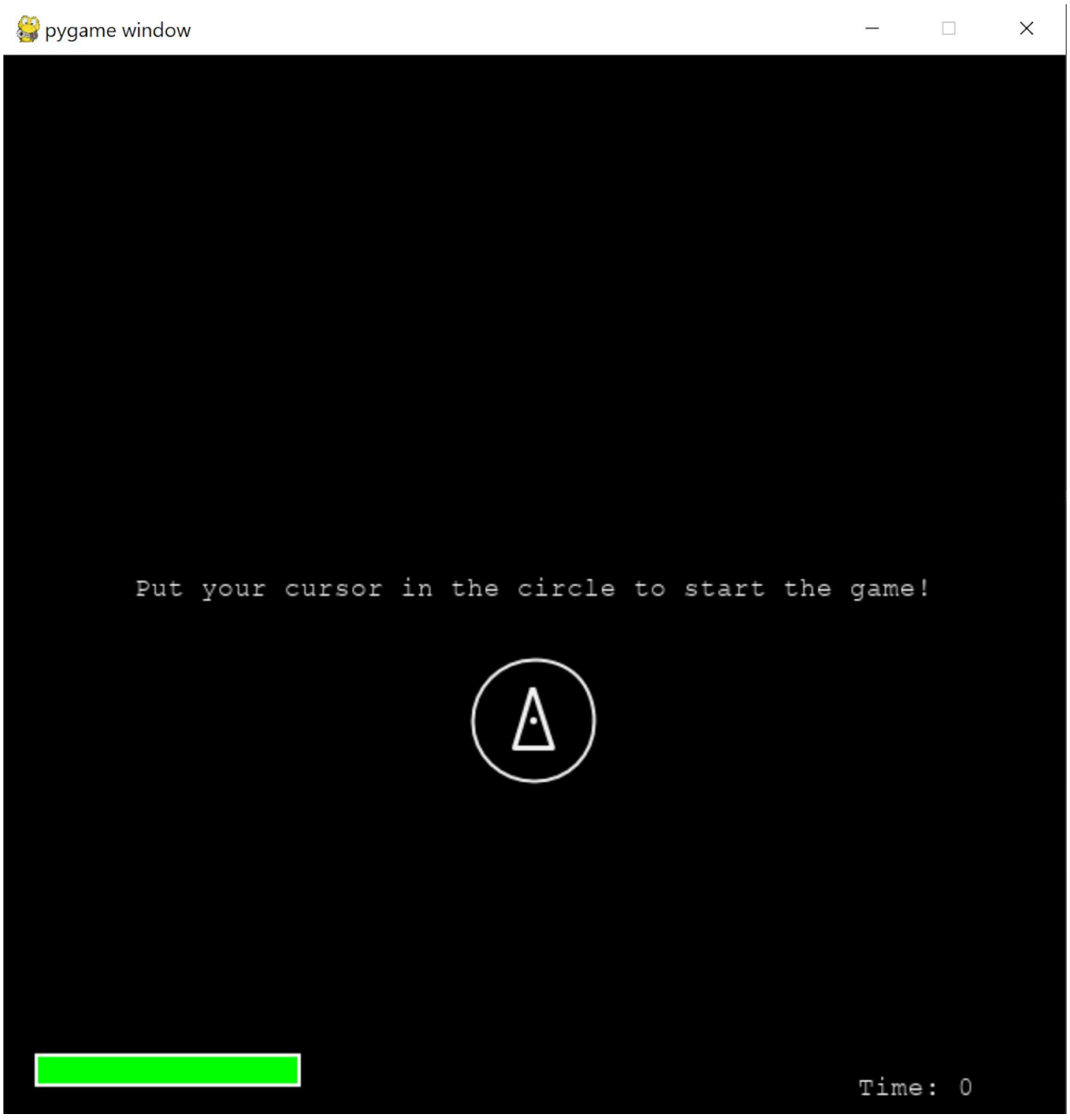
```
python game.py
```

Operations

To do manual testing, check the following things in order after starting the program (starting next page)

Testing the Game Start Screen

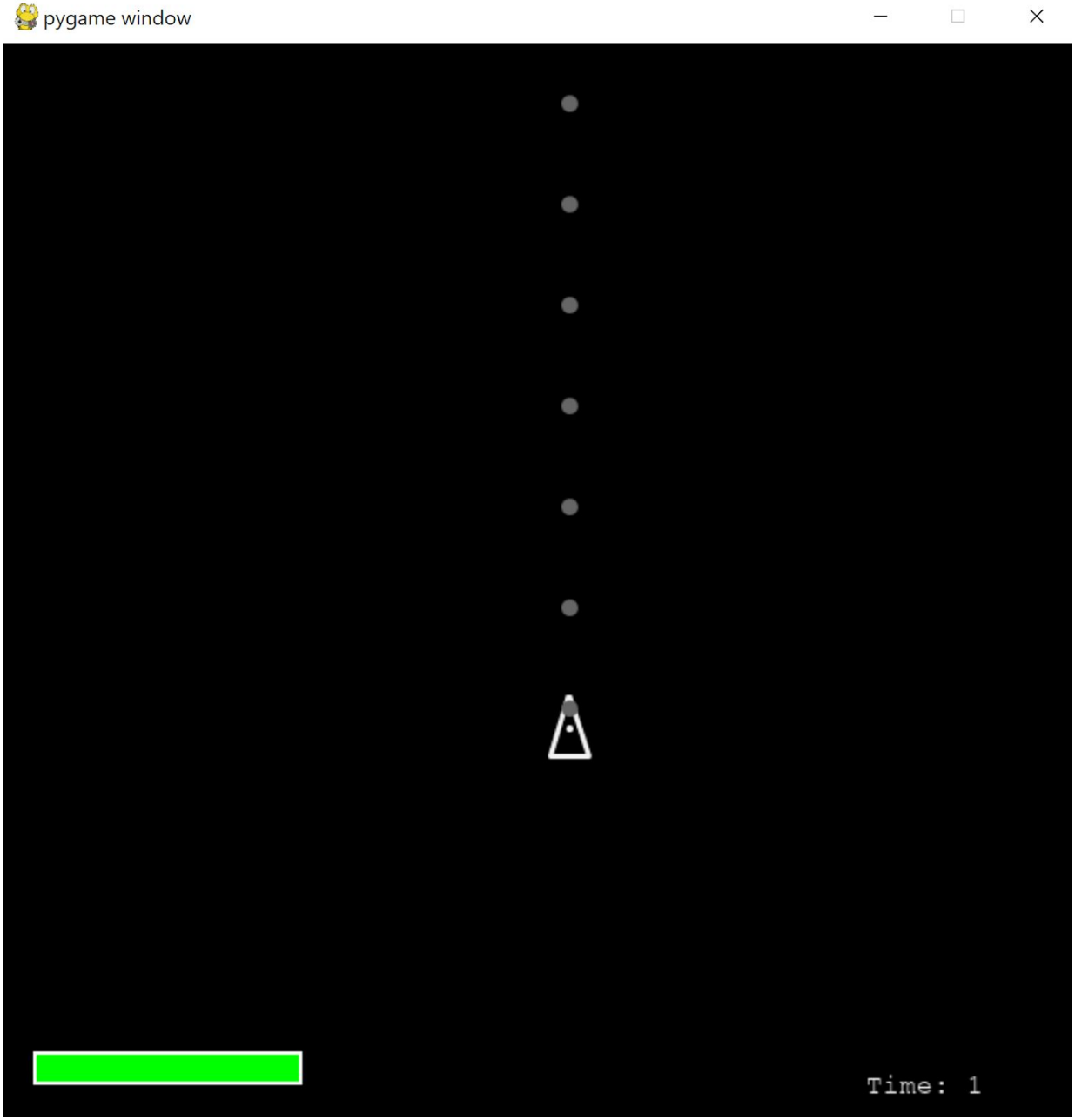
When the game begins, the screen should look like this:



Make sure that as long as your cursor does not go inside the circle in the middle, this screen is completely static - the timer at the bottom right should not update, the player should not move or shoot, and the health bar at the bottom left should remain full.

Starting the Game by Hovering Cursor

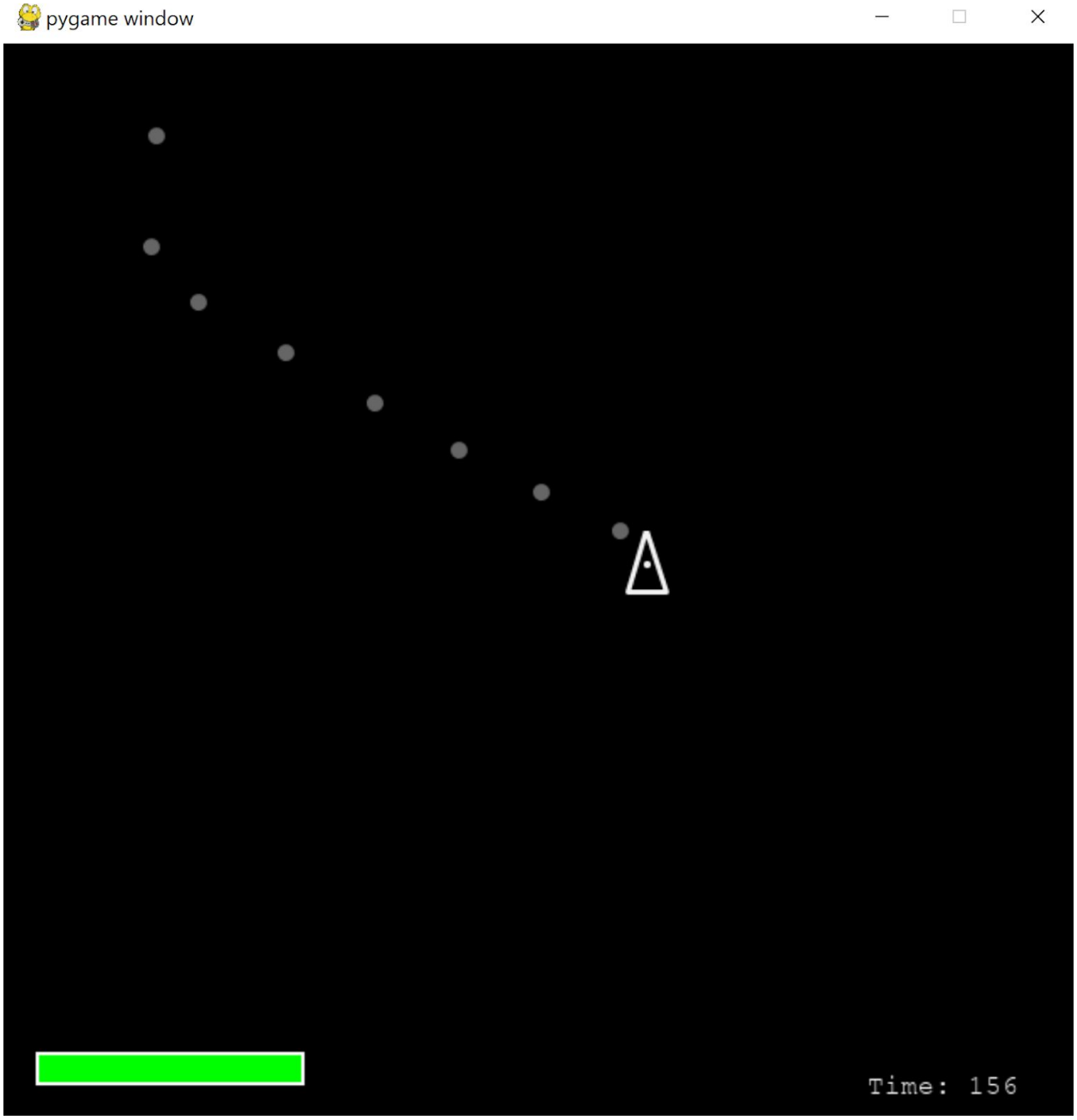
Now, place your cursor inside the circle. At this point, the screen should look like this:



At this point, the timer on the bottom right should count up in seconds. Bullets should be firing from the player entity upward towards the top of the screen.

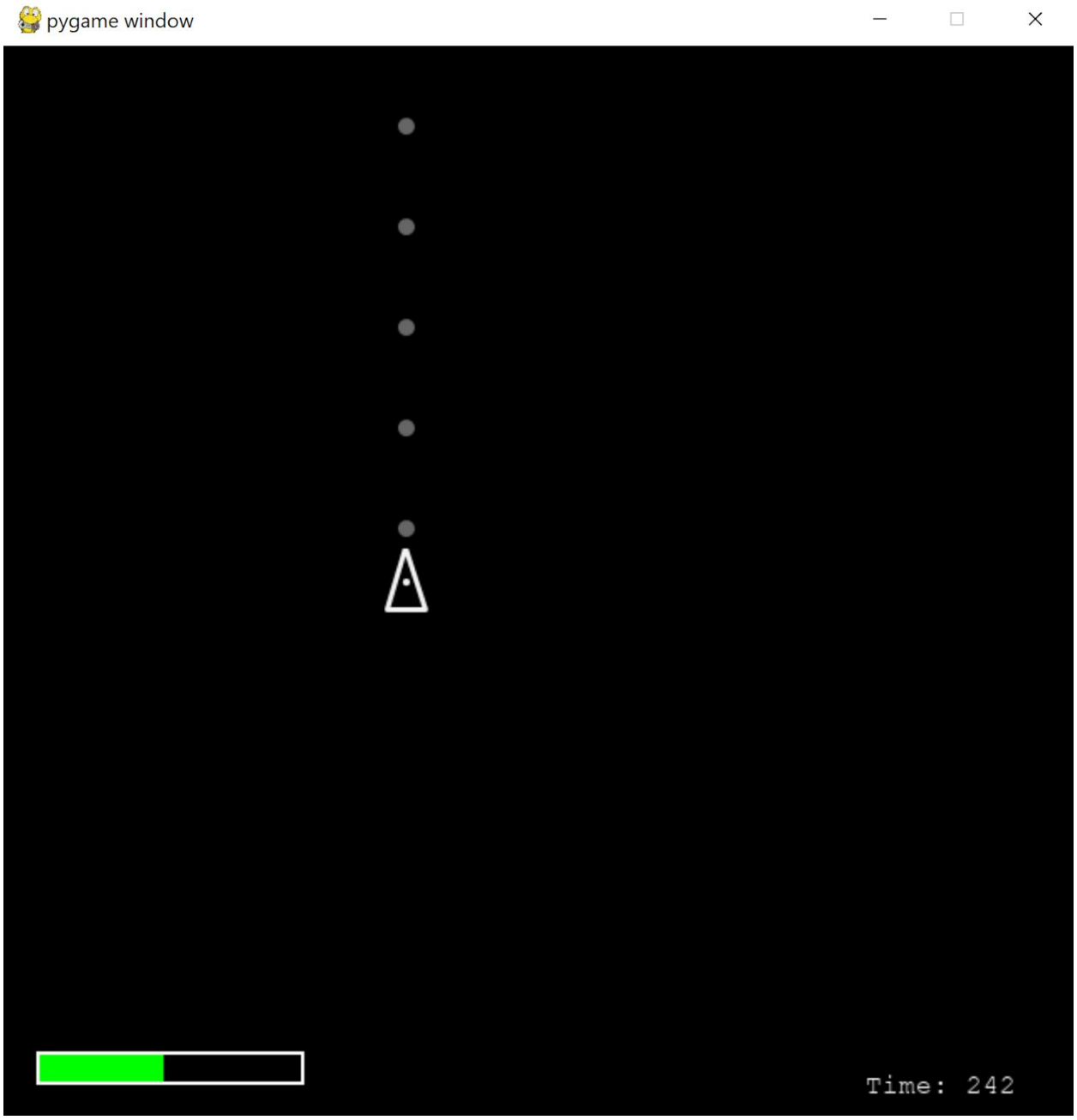
Moving the Player

Now, move your cursor around the screen. The player entity should follow the cursor while still shooting, but if your cursor is too far, its speed should be limited and it should not be able to instantly get to your cursor.



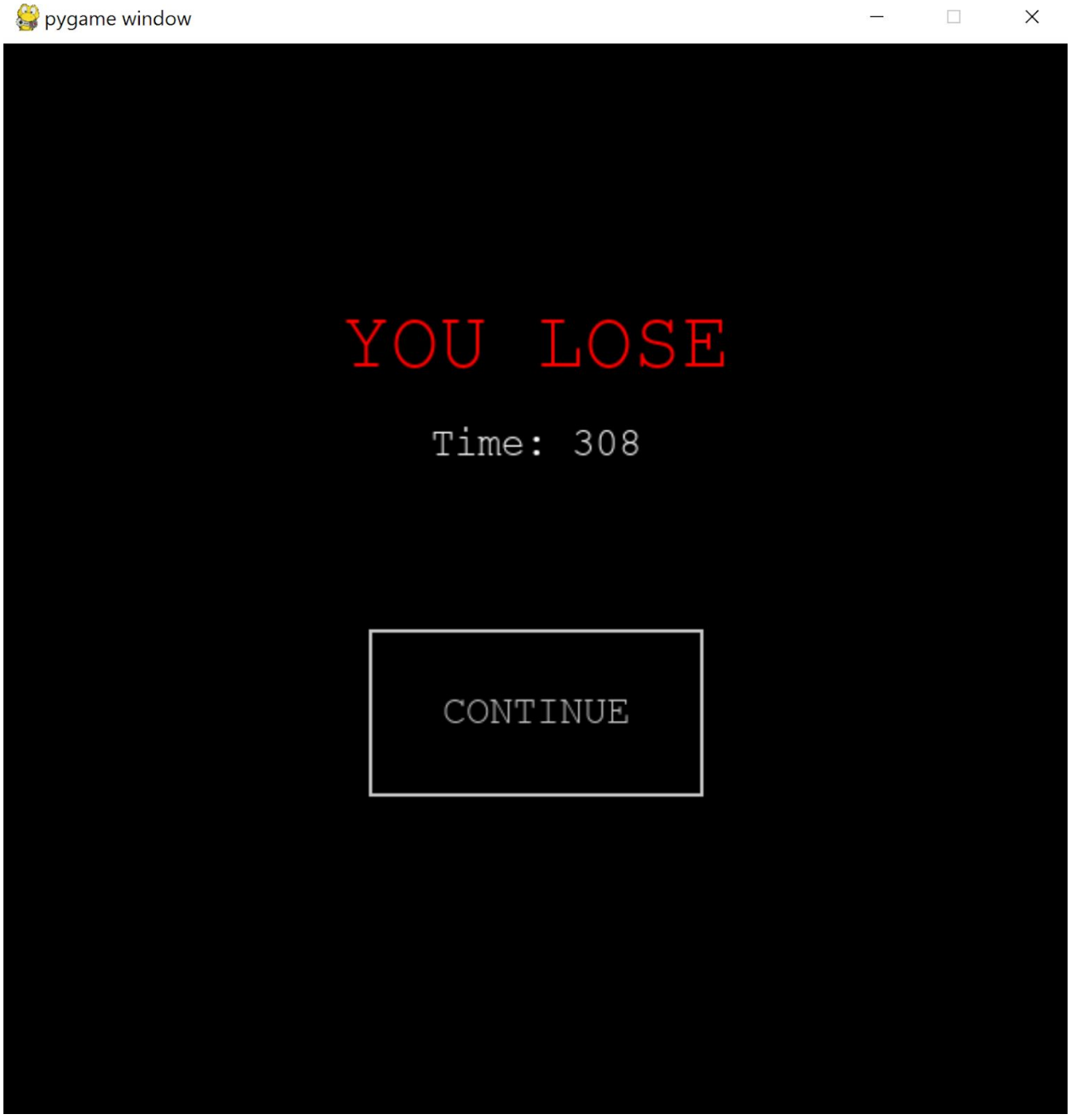
Taking Damage

Now, quickly tap the Z key. You should notice that your health bar depleted slightly, but slowly regens back towards full.



Dying

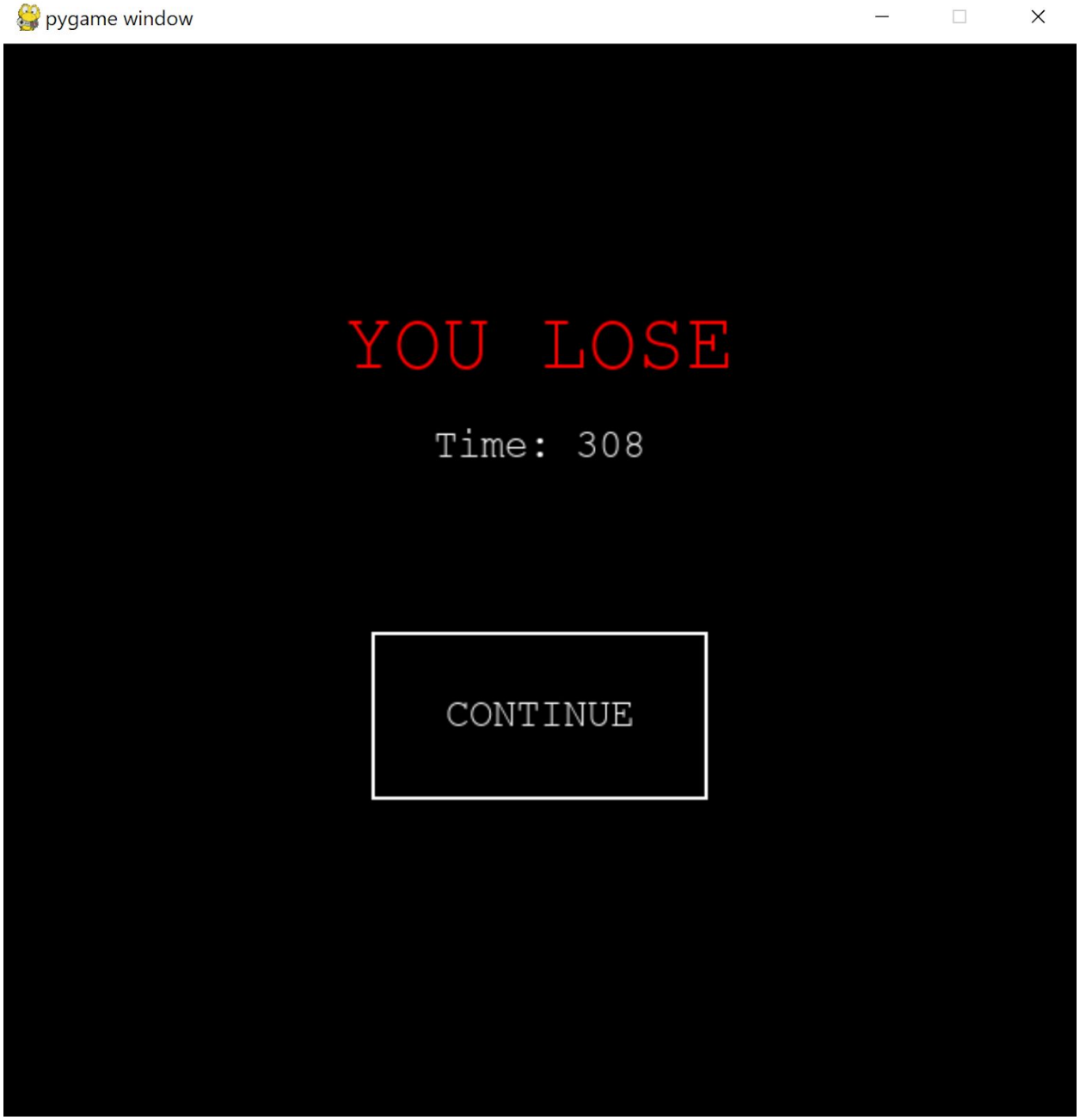
Now, either hold Z until your health bar completely depletes, or press X. Your screen should flash red, and then you should be brought to a Game Over screen:



The time should be the amount of time the game ran (after the player started moving).

Exiting the Game

Now, hover over the CONTINUE button. It should become slightly brighter when you do so:



Now, click the button. At this point, the game window should close, and the program should exit.