Software	Midnight Rising
Subsytem	Gameplay Programming
Requirement(s) being tested	- 2.2 (Wave Control) - 2.3 (Player State) - 2.4 (Enemy Spawning)
Developer	Andrew Alford
Date	10-April-2019
Version	1.0
Updates	- 19-April-2019 (Performed all test cases)

Test Case	
2.2.A	Killing all enemies will initiate the cooldown period
2.2.B	After the cool down period is finished, the next wave will begin
2.2.C	Each wave will have more enemies than the previous wave
2.2.D	Enemies in each wave will be tougher than the previous wave
2.2.C	The number of enemies will never exceed 250
2.3.A	When the player dies the game will end
2.3.B	The player can pick up Z-coins
2.3.C	Z-coins can be spent on weapons
2.3.D	Z-coins can be spent on unlocking new areas of the map
2.4.A	Enemies only will spawn in the area the player is currently in situated in, but not in the view of the camera.
2.5.A	There are no cooldowns between waves on barrage mode
2.5.B	Tougher and faster enemies spawn per wave in barrage mode
2.5.C	When the timer reaches zero the game ends in time-attack mode
2.5.D	Killing enemies increases the time on the timer in time-attack mode
2.5.E	The time is paused during the cool down period in time-attack mode

Results (19-April-2019)	
2.2.A	Works as expected
2.2.B	Works as expected
2.2.C	Works as expected
2.2.D	Works as expected
2.2.C	Works as expected
2.3.A	Works as expected
2.3.B	Feature will no longer be implemented
2.3.C	Feature will no longer be implemented
2.3.D	Feature will no longer be implemented
2.4.A	Works as expected
2.5.A	Works as expected
2.5.B	Works as expected
2.5.C	Works as expected
2.5.D	Feature will no longer be implemented
2.5.E	Feature will no longer be implemented