

## Test Cases Part 2

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
<p>1.1 User should be able to move the ship up, down, left, right using arrow keys</p> <p>1.2 User should be able to shoot lasers using the spacebar</p> <p>1.3 Enemies should explode upon beam collision</p> <p>1.4 Ship should collide and lose a life upon collision with beam</p> <p>1.5 Enemies should grow and appear gradually with a radial gradient colour effect</p> <p>1.6 Score should be displayed on top center of canvas</p> <p>1.7 Score should be reduced by one upon enemy collision</p> <p>1.8 Game should stop when there are no lives left and show a game over message</p> <p>1.9 User should have the option to choose a 1 minute, 3 minute, 6 minute or restart game</p> <p>1.10 Opening sound should play upon start game</p> <p>1.11 Shooting sound should play on shoot</p> <p>1.12 Happy sound should play when enemy destroyed</p> <p>1.13 Sad sound should play when game is over.</p> <p>1.14 Volume bar should adjust volume sound level</p>	<p>1 User presses right, down, left, and up arrows to move ship</p> <p>2 User presses spacebar.</p> <p>3 User shoot beams and waits to see if an explosion occurs upon collision detection</p> <p>4 User waits for ship to collide with enemy</p> <p>5 User plays the game from starting point to see if enemies appear in radial gradient</p> <p>6 User plays the game from starting point to see if score is displayed</p> <p>7 User waits for ship to collide with enemy and sees if score is reduced by one</p> <p>8 User waits for ship to collide once no lives are left and sees Game Over message</p> <p>9 User clicks on each different time button to see if time decrements according to the amount of time labelled on button</p> <p>10 User starts game and checks to see if sound is playing</p> <p>11 User shoots and waits to hear a shooting sound</p> <p>12 User waits to hear a happy sound upon enemy destruction</p> <p>13 User waits to hear a sad sound upon game over</p> <p>14 User drags cursor along volume bar</p>	<p>User is able to move ship</p> <p>User shoots laser</p> <p>Enemy explodes</p> <p>Ship resets to starting point upon collision</p> <p>Enemies appear in radial gradient</p> <p>Score is displayed upon start</p> <p>Score is reduced by one</p> <p>Game Over message</p> <p>Game timer decrements according to time labelled on button</p> <p>Opening sound is playing</p> <p>Shooting sound playing</p> <p>Happy sound playing</p> <p>Sad Sound playing</p> <p>Volume is low or high depending on cursor position.</p>	<p>User is able to move ship</p> <p>User shoots laser</p> <p>Enemy explodes</p> <p>Ship resets to starting point upon collision</p> <p>Enemies appear in radial gradient</p> <p>Score is displayed upon start</p> <p>Score is reduced by one</p> <p>Game Over message</p> <p>Game timer decrements according to time labelled on button</p> <p>Opening sound is playing</p> <p>Shooting sound playing</p> <p>Happy sound playing</p> <p>Sad Sound playing</p> <p>Volume is low or high depending on cursor position.</p>