Testing

## Scenario

testing movement and attacks

| ID | Test steps | Expected results | Pass/Fail |
| --- | --- | --- | --- |
| 1 | left movement  (P1) a | be able to move left without going past the screen (when on either side of screen) | pass |
|  | right movement  (P1) D | be able to move to the right of the screen and being able to pass through P2 and turn around to continue without problems, make sure P1 doesn't go through screen as well | pass |
| 2 | left movement  (P2) left arrow | be able to move to the left of the screen and being able to pass through P1 and turn around to continue without problems, make sure P2 doesn't go through screen as well | pass |
|  | right movement  (P2) right arrow | be able to move right without going past the screen ( when on either side of the screen). | pass |
| 2 | jump  (P1) w | able to jump without any problems, be able to jump without going off the screen and move left and right mid air | pass |
|  | jump  (P2) up arrow | able to jump without any problems, be able to jump without going off the screen and move left and right mid air | pass |
| 3 | light attacks  (P1) R | able to use light attacks without issue on both sides of screen | pass |
|  | heavy attacks  (P2) T | able to use heavy attacks without issue on both sides of screen | pass |
|  | light attacks  (P1) key 1 | able to use light attacks without issue on both sides of screen | pass |
|  | heavy attacks  (P2) key 2 | able to use heavy attacks without issue on both sides of screen | pass |