Functional Tests V3

- Translate the description into a sequence of tester actions and yes or no questions. Bold the tests that are new in this version.

1. Start the program
   1. Does window open?
      1. Is the window 500x400px with a black background
      2. Is the title ‘Pong’?
   2. Are both paddles(10px width, 45px length) present?
      1. Are the paddles 75px away from their respective sides?
      2. Are the paddles stationary?
   3. Is the ball(radius 5px) present and moving at a horizontal:vertical velocity ratio of 3:1?
   4. Does the ball bounce off the walls and the front of the paddles?
      1. Does the ball travel through the back of the paddles?
   5. Is there a score (white text with 50px font) updated properly?
      1. Does the left score increment by 1 when the ball hits the right side?
      2. Does the right score increment by 1 when the ball hits the left side?
      3. Is there one in the right corner and one in the left?
      4. When the score on either side = 11, does the game stop moving the ball?
2. **Press the “a” key**
   1. **Does the left paddle move down the screen?**
      1. **Does it stay within the borders of the screen?**
      2. **Does it move down by 6 pixels at a time?**
         1. **Does it keep moving down until the “a” key is released?**
3. **Press the “q” key**
   1. **Does the left paddle move up the screen?**
      1. **Does it stay within the borders of the screen?**
      2. **Does it move up by 6 pixels at a time?**
         1. **Does it keep moving up until the “q” key is released?**
4. **Press the “l” key**
   1. **Does the right paddle move down the screen?**
      1. **Does it stay within the borders of the screen?**
      2. **Does it move down by 6 pixels at a time?**
         1. **Does it keep moving down until the “l” key is released?**
5. **Press the “p” key**
   1. **Does the right paddle move up the screen?**
      1. **Does it stay within the borders of the screen?**
      2. **Does it move up by 6 pixels at a time?**
         1. **Does it keep moving up until the “p” key is released?**
6. Press the quit button
   1. Does the game end?
   2. Does the window close?