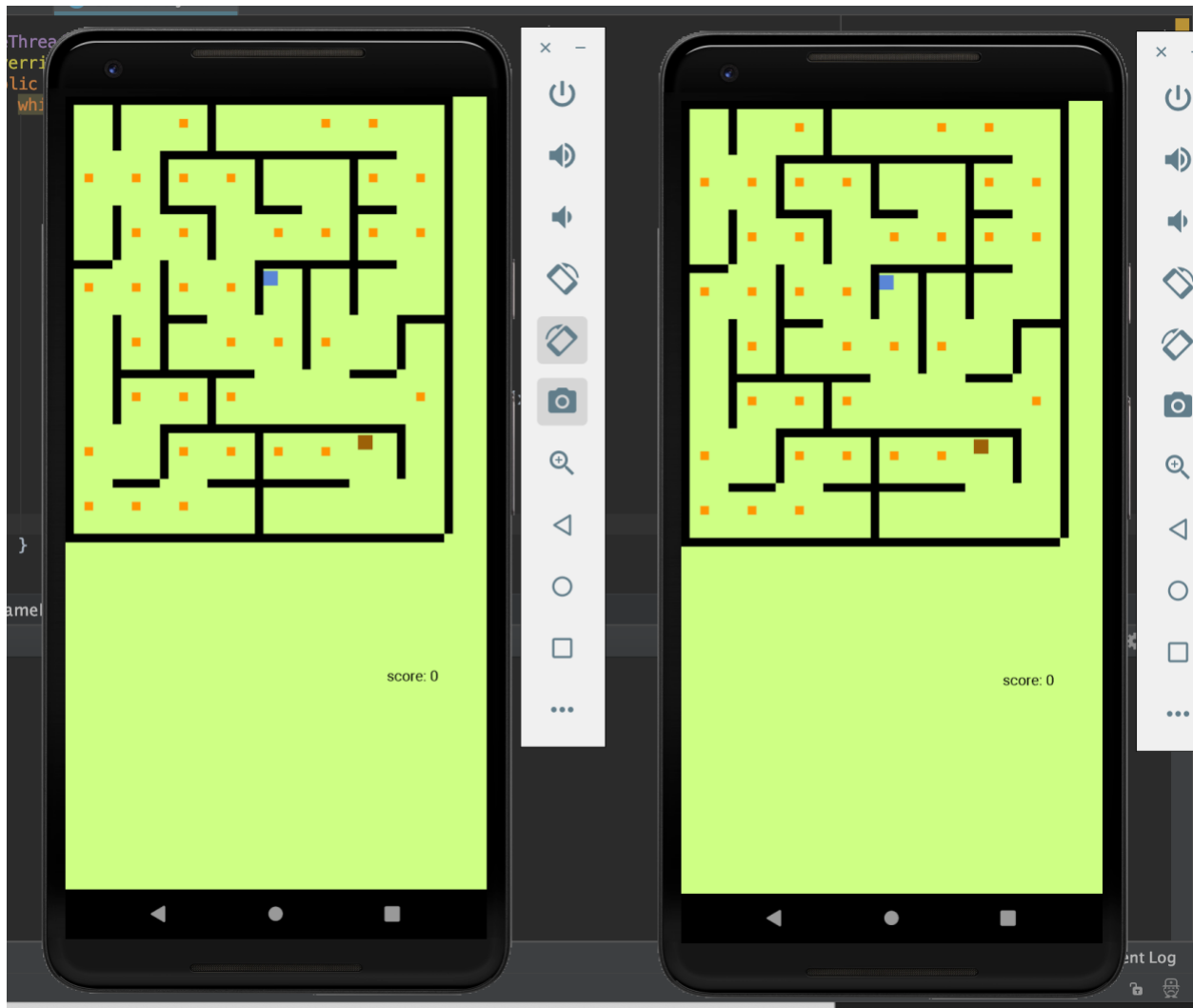
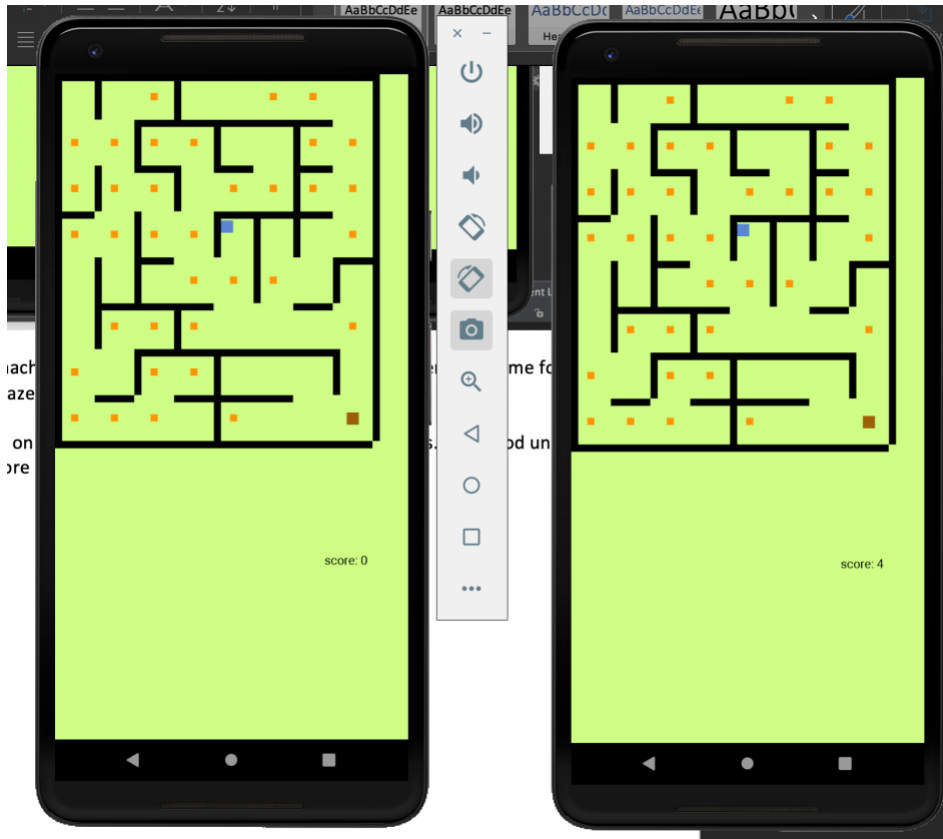


Manual Test Plan



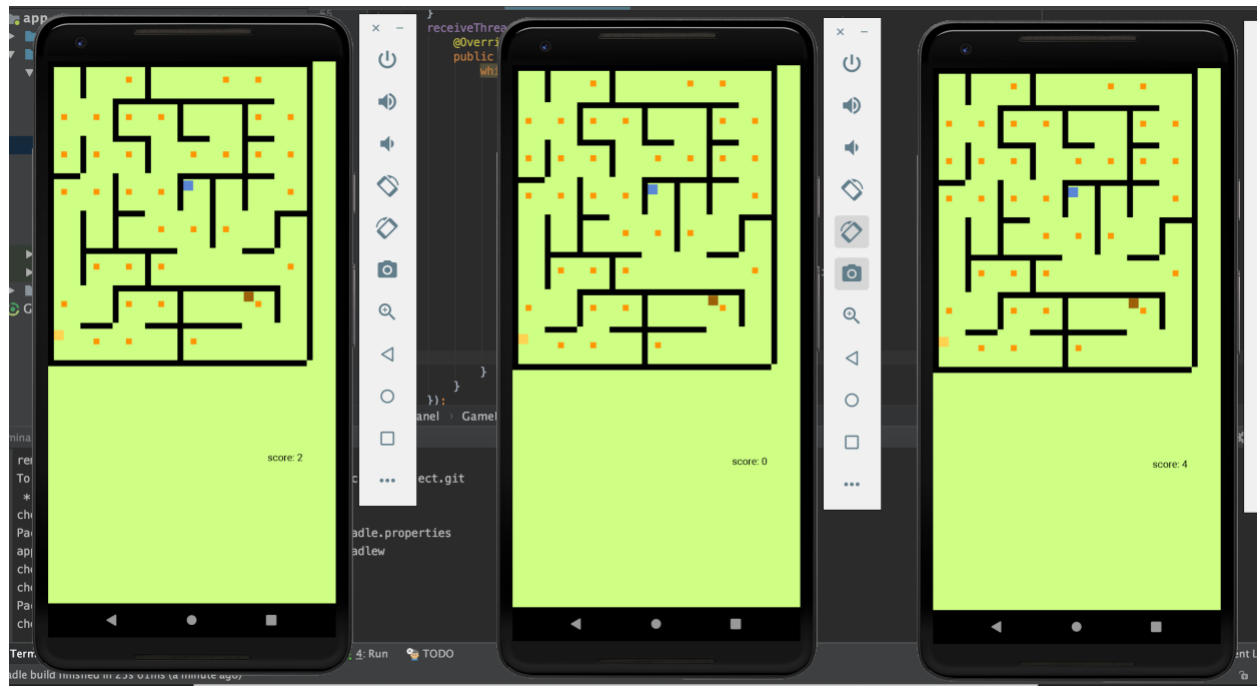
After starting two virtual machines, the game initially looks like this. Two players and some food in orange in a maze. The maze is randomly generated by server.

When we drag the Pacman on the screen, it will encounter many orange foods. Each food unit it encounters, each unit score is added up. Also, after a food unit is eaten, a new food unit will be generated in a random location.



When the player encounters the wall, he cannot move toward the current direction.





A new user can also join this game.