Feature Number: 5

Feature Name: Game States

Programmer: Collin Hughes

Tester: Brandon Louis

Test Status: Complete

- **IScene Interface** -
    - **LoadSceneData()** - **passed**
        - Will load data of the given scene, test passes if the correct scene data loads for the menu and maps
    - **UnloadSceneData()** - **passed**
        - Unload the data in the scene, test passes if the scene is unloaded after use
    - **UpdateSceneData(GameTime _gameTime)** - **passed**
        - Updates data within the scene, test passes if scene allows for updates i.e (movement and phase changes within the scene)
    - **DrawSceneData(SpriteBatch _spriteBatch) - passed**
        - Draws the data in the scene, test passes if all spriteBatch elements are drawn for the scene
- **GameStates Class** -
    - **LoadData() - passed**
        - Loads data for for the current screen, test passes if it loads the correct data for the specific scene and can change between scenes
    - **UnloadData() - passed**
        - Unloads the scenes data, test passes if data is unloaded when switching between scenes
    - **UpdateData(GameTime _gameTime) - passed**
        - Updates the data within the scene, test passes if updates are shown within the scene i.e (movement and phase changes within each scene) even while switching
    - **DrawData(SpriteBatch _spriteBatch) - passed**
        - Draws the SpriteBatch data in the scene, test passes if all elements are drawn for the specific scene