**Regression Testing Checklist**  
(verify **everything** in both mouse and keyboard controls)

Main Menu:

* Test Options menu
  + Volume slider
  + Back button
* Test Play menu
  + Back button
  + Delete save
    - Cancel button
    - Confirm button
  + Load empty file
  + Load save file

Level Select:

* Test Menu button
  + Resume button
  + Main Menu button
* Test nodes
  + Achieved stars are accurately filled in
  + Unearned stars are still outlines
  + Number of required stars is displayed on locked levels
  + Hover over a node brings up mini display of level info
  + Nodes display the correct color for the level status (unlocked == red, unlocked == blue, completed == gold)
  + Mouse wheel to zoom in/out
  + Panning on the screen is limited to the map nodes area

Puzzle:

* New instructions are awarded appropriately
* Tutorial triggers on level 1
* Test menu button
  + Resume button
  + Level Select button
* Draggable instructions verification
  + Birth and death happening appropriately
  + Can reorganize in the solution window
  + Behaving accurately for instruction type  
    (jumps have anchors, addresses working properly)
* Program counter is current with instruction execution
* Instruction execution verification (and Actor movement)
  + Input
    - Moves to input box, picks up top item (null if empty)
  + Output
    - Moves to output box, puts down held data
      * If null, error accurately reports
      * If incorrect, error accurately reports
  + Jump (assorted)
    - Flow of control in solution is correct
    - Conditional jumps behave appropriately
  + MoveTo/MoveFrom
    - Upon play, blurs until user selects a card
    - Card address is linked accurately
    - Card address can be reassigned by clicking address on the instruction
    - Computron moves to correct card location
* Card verification (**all** types)
  + Store data behaves as expected
    - If null, error accurately reports
    - Otherwise, stores correctly by data structure
  + Retrieve data behaves as expected (null if empty)
  + Cards linked to instructions cannot be removed from play
  + Cards NOT linked CAN be removed
    - Cards that were previously linked but no longer are can be removed
* Control buttons verification
  + Play, runs until error or manual halt
  + Halt, immediately stops execution
  + Step, one instruction execution per click
* Star unlocking
  + Unlocking is correct for the solution provided
  + Unlocked stars are properly shown on final window and in level select scene