



What I Tested


1. Start Menu Check

- **Goal:** See if the start menu works.
- **What I Did:** Ran the game and waited.
- **What Happened:** The start menu appeared, showing the options "Press S to Start" and "Q to Quit."
- **Result:**  Works fine!


2. Starting the Game

- **Goal:** Start the game from the menu.
- **What I Did:** Pressed "S" on the start menu.
- **What Happened:** The game started, and the snake appeared in the center.
- **Result:**  Smooth launch!

3. Snake Movement


- **Goal:** Make sure the snake moves properly.
- **What I Did:** Pressed the arrow keys.
- **What Happened:** The snake moved correctly in all directions.
- **Result:**  No issues!

4. Eating Food


- **Goal:** Check if the snake eats food and grows.
- **What I Did:** Ate a few red blocks (food).
- **What Happened:** The snake grew longer, and the score updated.
- **Result:**  Works perfectly!

5. Collisions (Walls & Self)

- **Goal:** See if the game ends after hitting a wall or the snake itself.
- **What I Did:**
 - Ran into the wall.
 - Made the snake crash into itself.

- **What Happened:** Game Over triggered both times.
- **Result:**  Both collisions detected.

6. Game Over Screen Options

- **Goal:** Test the "Play Again" and "Quit" options after losing.
- **What I Did:**
 - Pressed "C" to play again.
 - Pressed "Q" to quit.
- **What Happened:**
 - "C" restarted the game perfectly.
 - "Q" closed the game.
- **Result:**  Both options work great!