

	Yes or No	Notes	Tested by
Menu Options			
Leaderboard			
The user can access the LeaderBoard			
The LeaderBoard properly updates after a run			
Store			
The user can access the Store			
The user can access and buy Items in Store			
The user can access and buy Characters in Store			
The user can access and buy Accessories in Store			
The user can access and buy Themes in Store			
The user can equip purchased Characters			
The user can equip purchased Themes			
The user can equip purchased Accessories			
The user can equip purchased items			
Missions			
The user can access the Missions tab			
There are 4 missions to be completed			
Mission progress is updated after a run			
A mission can be completed and the reward is granted			
Settings			
The user can access the settings tab			
The user can update the Master volume			
The user can update the Music volume			
The user can update the SFX volume			
The Delete Data button is functional			
The user can access the About tab			
Gameplay			
The up arrow causes the character to jump			
The down arrow causes the character to slide			

The left arrow causes the character to move to the left			
The right arrow causes the character to move to the right			
The player starts with 5 lives			
Hitting obstacles causes the player to lose a life			
The distance updates as the player is running			
The score updates by running and collecting fishbones			
The number of fishbones updates appropriately			
An SFX plays when a player collects a fishbone			
An SFX plays when a player hits an obstacle			
The player becomes invincible for a short while after hitting an obstacle			
Upon losing all lives the game end			
When the game ends the player is brought to the game over screen			
If a player completes a challenge, the challenge complete pop up executes at the end of the run			
The user can return to main menu from game over screen			
The user can restart the run from the game over screen			
The magnet item allows the user to acquire fishbones on all lanes			
The magnet item loses its functionality when the bar times out			
The x2 item grants the user double the score			
The x2 item times loses its functionality when the bar times out			
The life item grants the user an extra life			
The invincible item grants the user protection from obstacles			
The invincible item loses its functionality when the bar times out			