Test Plan (Milestone 4)
For the sake of brevity only new features are listed. Please see the M3 Test Plan for previous features.

Controls (Gameplay)	Gameplay	S - Extends the grapple, pushing the ball further away Left Click (on terrain) - User grapples to the terrain
Assets	Ramster	The player character is a humanoid hamster in a transparent ball
Assets	Fire Effect	When moving quickly the ball will be surrounded in fire
Assets	Tips	Helpful tutorial tips are in the first 6 levels
Assets	Goal	There is confetti that shows when finishing a level
Assets	Animated Background	There is an animated parallax background
Audio	BGM	7 different songs in the game, the first 6 levels have the same song and the rest have a unique one each
Audio	Fire Rumbling	Rumbling sound when fire effect is on ramster
Audio	Celebration Jingle	A little jingle plays when clearing a level
Audio	Jump	Sound effect when jumping
Grapple	Raycast Grapple	The user can now grapple on any terrain at any time
Levels	Levels	The game has 12 levels. The first 6 are tutorial levels that introduce new features, the other 6 are fully fleshed out

		levels.
Screens	Splash Screen	Has the title of the game with a picture of ramster in a ball. Start and Quit buttons
Screens	Level Select	12 levels can be chosen, each represented with a number in a box
Screens	Level Complete	Upon finishing a level, a level complete screen shows with options Menu and Next (only if not on last level)
Screens	Leaderboard	After completing a level or dying, the leaderboard screen is shown with a ranking of the top 5 times and your time (even if it's in the top 5 or not)
Story	Introduction	Upon selecting level 1, the opening story slides play out. There are four in total
Story	Ending	Upon finishing level 12, the ending story slides play out. There are three in total.
UI	HUD	During a level, there is a health bar in the top left, a timer in the top right, and an incrementing score upon killing enemies