Test Plan (Milestone 1)

Test Feature	Specification	Desired Effect
Controls	Controls	A - Move Left D - Move Right Space - Jump Lshift - Grapple to nearby grapple point / Release from grapple
Camera	Horizontal Movement	When I move the ball left and right, the camera should follow my movement
Camera	Fast Horizontal Movement	When I move the ball left and right at a fast speed, the camera should push ahead to show more of the level When the ball slows down after moving fast, the camera should re-center back on the ball
Camera	Vertical Movement	When the ball moves up or down, the camera should only follow its movement if it moves a sufficient distance
Camera	Boundary Behaviour	When the ball is near the edges of the world (except the ground), the camera should lock to the sides
Camera	Grappling	When the ball grapples to a grapple point, the camera should lock to the center of the grapple point When the ball releases the grapple from the point, the camera should return to its normal behaviour
Enemy AI	Random Spawning	When the game begins, enemies should be spawning in randomly at a constant rate indefinitely
Enemy AI	Pathfinding	When enemies spawn, they should chase the player

Enemy AI	Points	When the ball crashes into an enemy at a faster speed than it, the player should gain 1 point When the ball crashes into an enemy at a slower speed than it, the player should lose 5 points
Enemy AI	Collisions	When the ball and an enemy collide, the enemy should disappear and the ball should not
Graphics	Graphics	When the game begins, the background should be a black and green grid with a white ramp to the left and a white grapple point in the center of the map, and with red/brown enemies spawning When the ball grapples to the grapple point there should be a white line connecting the ball and the point
Grappling	Grapple Points	When the ball grapples to the grapple point, the ball should be able to generate speed circling around the point When the grapple is released, the ball should conserve its momentum and go flying in the desired direction
World	Boundaries	When the ball rolls around, it should not be able to escape the boundaries of the game or the screen