Test Plan (Milestone 2)

The test plan only includes new features from M1, everything from there still stands otherwise

Controls	Controls	A - Move Left D - Move Right Space - Jump Left Click - Grapple to grapple point when clicking within circle / Left click again while grappled to release the grapple W - Retracts the grapple, pulling the ball closer to the center
Camera	Grappling	When the ball grapples to a grapple point, the camera should lock to the center of the grapple point, and not to a different one. When the ball releases the grapple from the point, the camera should return to its normal behaviour.
Enemy AI	Spawn Points	When the ball moves over specific tiles, enemies should spawn of the correct type
Enemy AI	Enemy Types	When the ball enters the obstacle room, there should be a slow moving enemy of type Obstacle and is invulnerable and just "patrols" a set area without attacking the player When the ball enters the swarm room, there should be a sudden influx of numerous enemies of type swarm that behave like mosquitos. They are relatively light and can bounce off map surfaces When the ball enters the common room, there should be some common enemies that

		can be defeated by moving quickly into them. They cannot fly and chase the player.
Grapple	Grapple	While the ball is grounded and attached to the grapple, the grapple will automatically shorten until the ball is not grounded and can swing without making contact with the ground
Enemy AI	Obstacles	These should have an obvious "patrol radius" that the enemy sweeps across. They should ignore the player and just keep moving between two points.
Enemy AI	Common	These enemies should react to the player by chasing strictly along the x-axis (or up slight inclines if there is one).
Enemy AI	Swarm Drones	These should do the following: - Group up if there's enough of them (say, > 3) - Attack the player occasionally before flying away - Bounce off obstacles in more cramped terrain, or avoid entirely in open terrain.
Ramps	Terrain	The player should be able to smoothly move up the ramp as if it were a perfect curve.
Ground	Terrain	The player should be able to smoothly roll across the ground.
World	Layout	The tutorial world should be split into rooms, each with unique enemies and things to do.
Tile Textures	Graphics	Tile Assets should be rendered appropriately based on the type of terrain. There should be helpful diagrams in the background of rooms.
Animation	Graphics	All enemy entities are

		animated with a sprite representative of their behavior (EX:. a drone sprite for swarming enemies).
Other	FPS Counter	There is an FPS counter in the title of the window