

Manual test-cases were done for:

- Appearances of all visual elements (size, position, colour etc.) such as sprites for buttons, chefs, customers, items and tiles
- Effects of powerups (does it have the right effect, does it do too much / too little etc.)
- Customer behaviour (movement speed, which orders appear)
- Button clicking (does it click when the cursor is on it, does it click when the cursor is off it, what happens when it is clicked etc.)
- Controls (does the key do what was expected when (not) pressed)