

Test Plan

Thing to test	Expected Result	Actual Result	Pass/Fail
Start menu	Start menu displays appropriately, persists until user presses Spacebar	As expected	Pass
Level one	Level one displays when Spacebar is pressed on start menu	As expected	Pass
Fish display and move	The fish display in a grid pattern and move side to side, moving up at each side edge	As expected	Pass
Game over	Game ends when fish reach the top of the stage, displays Game over screen	As expected	Pass
Game restart	Game resets to beginning of level 1 when Spacebar is pressed during Game over screen	As expected	Pass
Game pause	Pressing Spacebar while game is running pauses the game, or resumes while game is paused	As expected, fish tails still move however	Pass
Level progression	Game advances levels when the main shoal of orange fish is all caught	As expected	Pass
Casting hook	Pressing Down casts hook,	Casts hook, but boat can still	Fail (will update)

	prevents boat movement	move left to right	
Casting hook	Pressing Down casts hook, prevents boat movement	As expected	Pass
Score	Score increases when fish are caught	As expected	Pass
Shooter fish spawn	Shooter fish spawn every so often	Spawn rate too high, level quickly overflows with shooter fish	Fail (will reduce spawn chance)
Shooter fish spawn	Shooter fish spawn every so often	As expected (higher spawn chance at higher level)	Pass
Shooter fish shoot projectiles	Occasionally shooter fish will spawn bubbles that move to the surface	As expected	Pass
Catching fish	When the hook touches a fish, it returns to the surface and the fish becomes null	As expected	Pass