Test Plan

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| 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, prevents boat movement | Casts hook, but boat can still move left to right | Fail (will update) |
| 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 |