Test Name	Description	Result
Quit Game Button	Quit Game Button is highlighted when clickable and when clicked the game closes accompanied by an audio prompt	Functions as intended
Instructions Button	Instructions Button is highlighted when clickable and when clicked the screen changes to the InstructionsScreen accompanied by an audio prompt	Functions as intended
Menu Button	Menu Button is highlighted when clickable and when clicked the screen changes to the TitleScreen accompanied by an audio prompt	Functions as intended
New Game Button	New Game Button is highlighted when clickable and when clicked the screen changes to the GameScreen accompanied by an audio prompt	Functions as intended
Demo Button	Demo Button is highlighted when clickable and when clicked the screen changes to the DemoScreen accompanied by an audio prompt	Not Implemented
Demo Video Plays	Demo video plays and loops while on the DemoScreen until the ESC key is pressed which will change the screen to the TitleScreen	Not Implemented
Pause Game	The game pauses when escape is pressed on the GameScreen and the new game and menu buttons appear on screen accompanied by an audio prompt	Functions as intended

Map Overlay	The map overlay appears over the GameScreen when M key is held down	Functions as intended
Teleportation Fails	When the E key is pressed and the player is not on a teleporter the teleportation prompt does not appear and a message is displayed on the HUD accompanied by an audio prompt	Functions as intended
Teleportation Succeeds	When the E key is pressed on a teleporter the teleportation prompt appears and the player is teleported to the desired teleportation pad when its prompt is clicked accompanied by an audio prompt	Functions as intended
Medibay Heals	When the player has sustained damage and is in the medibay room their health recovers	Functions as intended
Player Attack Button	When the Spacebar is pressed the player generates an attack accompanied by an audio prompt	Functions as intended
Operative takes damage when hit by player attack	When the player attacks an operative a sound prompt is played	Functions as intended
Operative dies when hit too much	When the player defeats an operative a sound prompt is played, the operative disappears & the operative bar on the HUD decreases by one	Functions as intended
Player Movement Buttons	When the player presses the WASD keys the player moves in the corresponding direction	Functions as intended
Camera follows player movement	When the player moves or teleports the camera re-centers on them	Functions as intended

Operatives Attack player when attacked	When hit by the player an operative moves to attack the player and attacks when close enough	Functions as intended
Operatives Change target from the player	When the player moves away from an operative targeting them the operator changes target to a system	Functions as intended
Operatives Remove player HUD when attacked	When hit by the player an operative uses their ability to remove the player's HUD	Functions as intended
Operatives Flee when attacked	When hit by the player an operative uses their ability to flee quickly to a distant system	Functions as intended
Operatives Turn invisible when attacked	When hit by the player an operative turns invisible and flees to a distant system & reappears when they change target	Functions as intended
Operatives Attack systems when left alone	When uninterrupted by the player operatives attack and damage systems	Functions as intended
Operatives Change target system when target system destroyed	When a system has been destroyed by an operative they change targets	Functions as intended
Operatives Pathfind around objects	Operatives do not collide with objects or walls when moving	Functions as intended
Player Collides with walls	Player ceases to move when they collide with a wall	Functions as intended
Player Collides with furniture	Player ceases to move when they collide with furniture	Functions as intended
Game Ends when player dies	The GameEndScreen with the message "Game Over" appears when the player dies	Functions as intended

Game Ends when all operatives apprehended	The GameEndScreen with the message "You Won" appears when the player apprehends all operatives	Functions as intended
Game Ends when all systems destroyed	The GameEndScreen with the message "Game Over" appears when all systems are destroyed	Functions as intended