

PD Test	Description	Expected Result	Result
PD1.1	Check that they can move the tank using the 'A' and 'D' keys.	When pressing the 'A' and 'D' keys, the tank will move left and right respectively.	yes ONE can move
PD1.2	Check that the 'fire' button, when clicked, will launch a projectile.	After clicking the 'fire' button a projectile will be launched from the tanks position.	yes
PD1.3	Check that the aim icon is draggable with the mouse, and that when dragged the trajectory of the projectile is changed accordingly.	When the user goes to drag the aim icon, it will follow their mouse within the boundaries of the aiming box. After moving the aim icon and pressing the 'fire' button the projectile will be launched with a new, altered trajectory.	yes
PD1.4	Check that no object falls through the map.	When moving the tank across the map it will stay just on top of the map. Also, when a projectile lands on the map, it will not move through the map and its trajectory would have stopped.	yes
PD1.5	Check that projectiles explode on impact with another object.	After a projectile has been fired, when it intersects with another object it will disappear.	nope
PD1.6	Check that after every turn the message box	After a projectile impacts with an object, the	yes

	displays the turn number and the damage done that turn.	message box will display the turn and the damage done that turn.	
PD1.7	Check that if the projectile hits the map that turn, that the message box will display that no damage has been done.	After firing a projectile and it landing on the map, the message box will display that no damage was done that turn.	yes
PD1.8	Check that if the projectile hits the other tank that turn, that the message box will display that damage has been done.	After firing a projectile and it landing on the other tank, the message box will display that damage was done that turn.	IDK
PD1.9	During trajectory, the user will not be able to click the 'fire' button or drag the aim icon.	Between clicking the fire button and the projectile landing, the user will not be able to click the 'fire' button or drag the aim icon.	yes
PD1.10	Check that gravity pulls down on projectile and tank objects.	Tank and projectile objects will be pulled downward towards the map object.	yes