UI Tests

ID	Description	Category	Author	Status
UI_SELECT_ABOVE	When the up arrow is pressed the attack above the currently selected attack becomes the selected attack	UI	Adam Lynch	PASS
UI_SELECT_ABOVE_TOP	When the up arrow key is pressed and the selected attack is already the top attack, the bottom attack should now become the selected attack	UI	Adam Lynch	PASS
UI_SELECT_BELOW	When the down arrow key is pressed the attack below the currently selected attack becomes the selected attack	UI	Adam Lynch	PASS
UI_SELECT_BELOW_BOTTOM	When the down arrow key is pressed and the selected attack is already the bottom attack, the top attack should now become the selected attack	UI	Adam Lynch	PASS
UI_MOVE_SELECTED	When the enter key is pressed the attack that is currently selected should be performed	UI	Adam Lynch	PASS

UI_ALIEN_MOVE	When the enter key is pressed and the aliens turn, the alien should perform its attack and then it should be the players turn again	UI		Adam Lynch	PASS