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| Description | Pre-Conditions | Post-Conditions | Expected | Actual | Notes |
| Is sprite created when user clicks within JFrame | Program has started, blank JFrame is displayed on screen | Moving sprite is created. | User clicks, sprite is created with random direction and speed and starts moving. | Matches expected. | Test Passes  **-NOT MY TEST CAST USED AS REFERENCE** |
| Sprite hits the edge of the JFrame | Sprite created and starts to move towards edge | Sprite bounces back away from edge | Ball moving towards edge will bounce back at a different angle | Matches expected | Test passes |
| Sprite enters oval | Sprite is created and moving | Sprite put to sleep | When the sprite passes through the circle it should be put to sleep | Matches expected | Test passes |
| Multiple balls enter oval | Multiple balls are created | Two sprites will be put to sleep | If more than 2 sprites enter the circle 2 of them will be put to sleep and the third will go straight through | Matches expected | Tests passes |
| Sprite exits and another wakes up | Two sprites are asleep in the circle | One ball leaves new ball goes to sleep | If there are 2 balls asleep in the circle, and another one enters one of the asleep sprites will wake up and the new one will go to sleep | Matches expected | Test Passes |