User Story #	Test Description	Assumptions	Action	Actual Output	Test Result	Comments
1	Control the tank with arrow keys	The tank will move in the direction indicated by the arrow key	Press the four arrow keys on the keyboard	The tank does not move	Failed	
1	Control the tank with arrow keys	The tank will move in the direction indicated by the arrow key	Press the four arrow keys on the keyboard	The tank move in the direction indicated by the arrow pad	Pass	
2	Fire tank's cannon	The player presses the spacebar on the keyboard to fire the cannon	Press the spacebar on the keyboard	Program unresponsive	Failed	
2	Fire tank's cannon	The player presses the spacebar on the keyboard to fire the cannon	Press the spacebar on the keyboard	Program unresponsive	Failed	
2	Fire tank's cannon	The player presses the spacebar on the keyboard to fire the cannon	Press the spacebar on the keyboard	Tank successfully fire the cannon	Pass	
3	The Game successfully run	The Game successfully run	Run the game in Pycharm	The Game successfully run	Pass	
4	Have different maps	The player can type in the map number to choose a map	Type in the map number	Different maps occur	Pass	
6	Scoreboard	The Scoreboard successfully occur and it will change when player hits allies or enemies	Run the game and hits an friendly tank or enemy tank	The Scoreboard successfully occur and it will change when player hits allies or enemies	Pass	
7	Multiple Tank Lives	the number of lives will decrease 1 when player tank gets a hit	Run the game and hits by a friendly tank or enemy tank	The game directly end and shows "you lose"	Failed	
7	Multiple Tank Lives	the number of lives will decrease 1 when player tank gets a hit	Run the game and hits by a friendly tank or enemy tank	the number of lives will decrease 1 when player tank gets a hit	Pass	
9	Pause the game	The player can pause the game via press the "F" button on the keyboard at anytime	Press the "F" button when game is running	The game do not paused	Failed	
9	Pause the game	The player can pause the game via press the "F" button on the keyboard at anytime	Press the "F" button when game is running	The game successfully paused	Pass	
12	Different kind of enemies	Different kind of enemies successfully occurs	Run the game	Different kind of enemies successfully occurs	Pass	
14	Power Up Tools	The player can pick up power-ups to level up, high speed, etc.	Collect power-ups when running the game	The power-ups did not occurs	Failed	
14	Power Up Tools	The player can pick up power-ups to level up, high speed, etc.	Collect power-ups when running the game	The power-ups occur in the war so that the player cannot pick it up	Failed	
14	Power Up Tools	The player can pick up power-ups to level up, high speed, etc.	Collect power-ups when running the game	The power-ups successfully occurs in the map, also not occurs in the wall	Pass	
19	Enemies Respawn	Enemies will respawn by getting hit from player's tank	Control player's tank to hit an enemy tank	Enemies did not respawned	Failed	
19	Enemies Respawn	Enemies will respawn by getting hit from player's tank	Control player's tank to hit an enemy tank	Enemies respawned	Pass	
20	Sound	There are sound effects when tanks fire and when bullets hit enemies	Control player's tank to fire and hit an enemy tank	Tank successfully fire the cannon but there is no sound when firing	Failed	
20	Sound	There are sound effects when tanks fire and when bullets hit enemies	Control player's tank to fire and hit an enemy tank	There is sound effect when firing, but not hitting an enemy	Failed	
20	Sound	There are sound effects when tanks fire and when bullets hit enemies	Control player's tank to fire and hit an enemy tank	The sound effects successfully occured when tanks fire and when bullets hit enemies	Pass	