							Test Cases			

User Story ID	Test Description	Assumptions	Action	Actual Output	Test Result (Pass/Failed)	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 dose 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 keyborad	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	
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	
12	Different kind of enemies	Different kind of enemies successfully occurs	Run the game	Different kind of enemies successfully occurs	Pass	
19	Enemies and allies respawn	Enemies and allies will respawn by getting hit from player's tank	Control player's tank to hit an enemy or friendly tank	Enemies and allies did not respawned	Failed	
19	Enemies and allies respawn	Enemies and allies will respawn by getting hit from player's tank	Control player's tank to hit an enemy or friendly tank	Enemies and allies respawned	Pass	