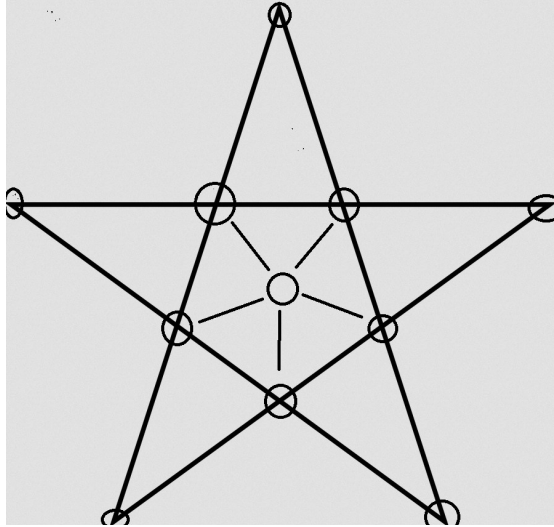


## Manual test plan

Open up the app

- Ensure that the app does not crash on load.
- One should see a star-like shape composed of a center point, an inner pentagon, and an outer pentagon. Its structure should resemble this shape:



- Each of the hubs should start out as a different color, except for the white ones which may be numerous.
- Soon after starting the game, little circles should come out of the hubs with the same color.
- Sometimes different colored units may encounter each other. They should STOP moving and fight to the death.
- Units attacking hubs will make them darken until they are transformed into the color of the units attacking it.
- If a Unit tries capturing a non-adjacent hub, they can attack it all they like, but they can never capture it.

### Bots:

- They should begin to travel to adjacent hubs (adjacent would mean there is a line connection) until they cannot get any closer.
- At no point should a unit of a given color begin attacking a hub that is not adjacent to one of its hubs. (A blue unit can only attack hubs adjacent to blue hubs, for example).

### Human:

- Scrolling and scaling the screen should shift and zoom the game view respectively.
- Tapping on the screen not only creates a square in the location of the tap (that quickly shrinks into nothingness) but also directs the Human player's units (colored green) to that square's location.
- If the tap lands on an enemy tower, the units will begin attacking that tower.
- No combination of scrolls, scales, and taps should make the game slow down or crash. (Go crazy.)