M4 Testing Deliverable: Group 64

(The tests we are implementing are numbered in bold at the end)

The implementation requirements for M4 include creating enemies that spawn on the path and attack the monument once the game begins and implementing a game over screen once the monument is destroyed (<= 0 health) that allows the user to restart or exit the game.

For the game screen, we test the following functionalities:

- There is a "start combat" button **(1) -Adam**
- When clicked, the "start combat" button causes enemies to spawn on the path **(2) -Adam**
- Enemies continuously spawn and move along the path from the beginning **(3)**
- Each enemy moves all the way down the path until it reaches the monument **(4)**
- When attacked, the monument's health is reduced in the health bar **(5) - Sieun**
- When the monument's health reaches 0 (or negative), the game is over **(6) - Sieun**

For the game over screen, we test the following functionalities:

- When the game ends, the user is taken to the game over screen **(7)-Saahil**
- The game over screen gives the user 2 options: "restart" or "close" the application **(8) - Huni**
- If "restart" is selected, the user is taken back to the welcome screen and can start the game from scratch again **(9)-Huni**
- If "close" is selected, the application process gets terminated **(10)-Saahil**

For future milestones, we will be implementing a variety of enemies that do different amounts of damage and possibly move along the path at different speeds. The towers bought/placed by the user will also be attacking the enemies as they move along the path to protect the monument for as long as possible.

Jaeyoung

- The application must be terminated when the "close" button in the gameover screen is pushed
- The game screen receives the game over event from the GameDataFlowController.gameUpdateDataSubject if the player HP goes below 0.
    - (note by Jaeyoung) this is not about "activating the gameover screen" but about "capturing the RxJava gameover event".