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”.