1. User Story: 01: Prevent Crashing
    a. As a Player
    b. I Want to play the game without it crashing mid-level
    c. So that I can enjoy the game from start to finish
    d. Priority: 1
    e. Estimate: 5
2. User Story 02: Move Customization Menu
    a. As a player
    b. I Want to know how I can customize my player and be able to start the game afterwards
    c. So that I can have a more enjoyable playing experience picking what I like
    d. Priority: 2
    e. Estimate: 2
3. User Story: 03: Add Coin Pickup
    a. As a Player
    b. I Want a way to earn points while evading enemies and moving around the screen
    c. So that the game has a purpose and incentive to earn points
    d. Priority: 3
    e. Estimate: 2
4. User Story: 04: Illegible Help Popup
    a. As a player
    b. I want to be able to understand the game controls
    c. So that I understand how to play
    d. Priority: 4
    e. Estimate 2
5. User Story: 05: Rewrite Help Popup
    a. As a player
    b. I want to be able to have a working help menu
    c. So that I have an understanding what the game is about
    d. Priority: 5
    e. Estimate: 1
6. User Story: 06: Lagging
    a. As a Player
    b. I want to play without worrying about dying while my avatar lagged
    c. So that I can enjoy the game
    d. Priority: 6
    e. Estimate: 2
7. User Story: 07: Add Better Music
    a. As a player
    b. I want to play the game listening to music that is more than one song
    c. So that I can enjoy the game listening to a variety of my favorite songs without getting sick of one
    d. Priority: 7
    e. Estimate: 3
8. User Story: 08: Add Incremental Difficulty

a. As a player I want the levels to start off easy and slowly get harder as I continue the game
   b. I want to be able to enjoy the game as I get to each boss level
   c. So that I can achieve every level with a fair difficulty
   d. Priority: 8
   e. Estimate: 8
9. User Story: 09: Change Game Aesthetic
   a. As a Player
   b. I want to see a theme that is consistent and matches
   c. So that the game is easier to follow and more pleasing to the eye
   d. Priority: 9
   e. Estimate: 5

TEST CASE INFORMATION

Test Case ID	MCM_US02 ver1.0		
Owner of test	Shannon Luker		
Test name	Move Customization Menu		
Test objective	Verify that the customization menu is visible to the player and comes up before they start the game		
Step	Action	Expected Result	Pass/Fail
1	Click on desired Wave Game method	Customization Menu is displayed	Fail
2	Choose an Avatar to Play with	The Wave Game begins	Fail
Test Result: Fail			
Customization Menu is next to other game methods and doesn't go straight into the game.			

Test Case ID	ABM_US06 ver1.0		
Owner of test	Shannon Luker		
Test name	Add Better Music		
Test objective	Add multiple songs to the game so the player has a better overall user experience		
Step	Action	Expected Result	Pass/Fail
1	Start the game	New music is played in the background	Fail
2	Click on desired Wave Game method	Music changes to a different song	Fail
3	Choose an avatar	Music is still playing	Fail

4	Play the Wave Game	Music plays and changes with each new level	Fail
Test Result: Fail			
Music doesn't change and game freezes			

Test Case ID	L_US06 ver1.0		
Owner of test	Gabby Licht		
Test name	Lagging		
Test objective	Make sure the player is moving fast enough and not lagging		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Start the game	The game starts running	Pass
2	Click on desired Wave Game method	The game mode selected runs	Pass
3	Play the game for 10 minutes to see if lag is still noticeable	The player is no longer noticeably lagging	Fail
Test Result: Fail			
The player is lagging noticeably while playing the game making it hard for the players to enjoy the game while they are playing.			

Test Case ID	CGA_US09 ver1.0		
Owner of test	Gabby Licht		
Test name	Change Game Aesthetic		
Test objective	Make overall theme match the player's choice of character		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Start the game	The game starts running	Pass
2	Click on desired Wave Game method	The customization screen should come up	Fail
3	Choose desired character from customization screen	The overall theme (background, enemies, etc.) change to match the selected character	Fail
4	Play the Wave Game	Theme is visible for all levels and enemies while playing	Fail
Test Result: Fail			
The aesthetic of the game doesn't match, and the customization menu hasn't been moved yet for the player to go directly into it to choose the character/theme of the game.			

Test Case ID	PC_US01 ver1.0		
Owner of test	Robert Martinez		
Test name	Prevent game from crashing		
Test objective	Play the game without crashing mid gameplay without game over or losing all health		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Choose Waves mode	Game starts and user can begin playing	Pass
2	Purposely collide with enemies with enough health to survive impact	Health should decrease and allow user to keep playing	Fail
3	Purposely collide with enemies when health is low and next impact would end the game	Health should reach 0 and game over menu should display with input box for leaderboard	Fail
4	Choose Survival Mode	Game starts and user can begin playing	Pass
5	Purposely collide with enemies with enough health to survive impact	Health should decrease and allow user to keep playing	Fail
6	Purposely collide with enemies when health is low and next impact would end the game	Health should reach 0 and game over menu should display with input box for leaderboard	Fail
Test Result: Fail			
The results are inconsistent as to when the crashing occurs. Because the crashing always occurs when colliding with enemies, we focused on this for the tests. The results show that at different points with each time starting the game, the game will crash before reaching the game over menu.			

Test Case ID	ACP_US03 ver1.0		
Owner of test	Robert Martinez		
Test name	Add Coin Pickup		
Test objective	Add coins for user to collect and earn points while evading enemies		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Player collides with coin sprite	Point value increases by specified amount	Fail
2	Player evades enemies without colliding with coins	Point value only increases by specified amount for surviving time period	Fail
Test Result: Fail			
No coins have been added			

Test Case ID	IHP_US04 ver1.0		
Owner of test	Ashley Mills		
Test name	Illegible Help Popup		
Test objective	Adjusting Help menu to make the controls understandable to better the user experience		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Help menu Opens	Able to read text	Fail
	Test Result: Fail		
When opening up the Help Popup Menu it is not legible to the players on what controls can be used in game.			

Test Case ID	AID_US08 ver1.0		
Owner of test	Ashley Mills		
Test name	Add Incremental Difficulty		
Test objective	Creating the difficulty to where it slowly progresses into getting harder.		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Player plays the first levels	Difficulty is easy with minimal enemies on screen	Fail
2	Player progress to Boss Level	Difficulty is more advanced than the levels prior	Fail
	Test Result: Fail		
The level of difficulty is randomized and there is no specific order on what difficulty will be placed for each level.			

Test Case ID	RHP_US05 ver1.0		
Owner of test	Ashley Mills		
Test name	Rewrite Popup Menu		
Test objective	Creating the help menu to pop up right when the game starts with legible controls		
Step	**Action**	**Expected Result**	**Pass/Fail**
1	Start the game	Legible help menu popup	Fail
2	Understands what controls are useful to play and how to play the game	Legible menu	Fail

3	Able to exit out of help menu and play the game	Working exit button	Fail

Test Result: Fail
The help pop up option located in the Main men that is unable to read and understand.