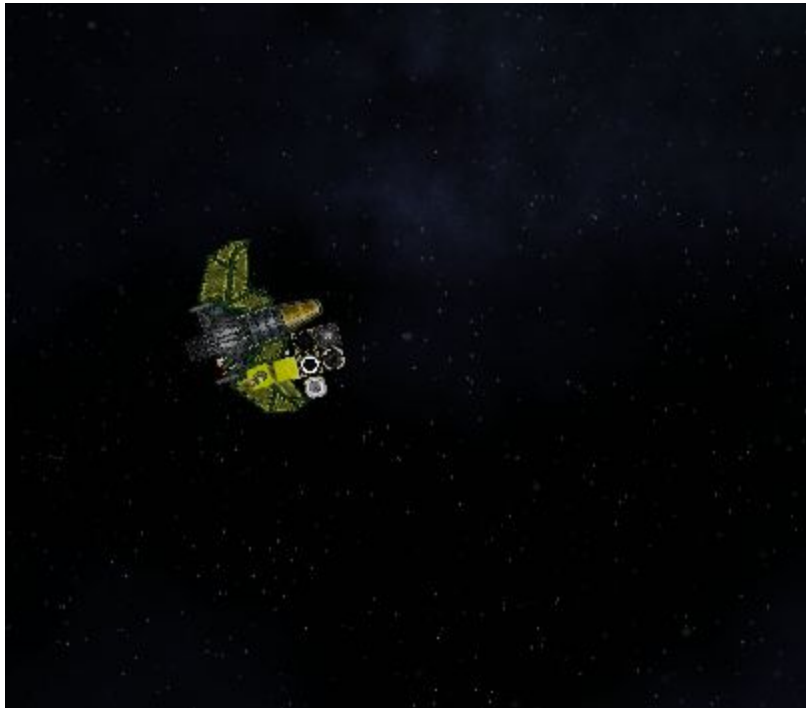


## Hazard Field Test Plan:

### Collision Damage:

1. Run the compiled program
2. Click "Host" then "Launch" to start the game
3. Using WASD to control your ship, fly it into any other object in the field.
4. On collision, squares should flash yellow, signifying that a module has taken damage



### Hazard Field

1. Begin StellarReaction.
2. Initialize default game by clicking "Multiplayer." The user should be the "Host" and then "Launch."
3. To add a hazard field into the game, edit a set of coordinates into the level\_1.lcfg JSON file. Here, we've placed a hazard field at the origin, (0,0)

```

{
  "com_BLUEPRINTS": "Addit
  "AdditionalBlueprints":
  "Decorations": [
    {
    }
  ],
  "HazardFields": [
    [0,0]
  ],
  "SpawnPoints": [
    {

```

4. Currently, the game runs on level\_1.lcfg and the ship spawns in the range at 20 for the x coordinate, and between [-50, 50] for the y coordinate.



5. Once the player reaches the area with the hazard field, every five seconds, a new asteroid will be generated. Asteroids will look like the 3-piece figures shown in the image above. Each asteroid should appear at a random location around the hazard field, and move in a randomly determined direction.