Module Controls Test Plan:

1. Run the compiled program to launch the game.
2. Click on "Host" and then "Launch" to begin a match.
3. Your ship will have lasers and missile modules active.
4. Left-clicking on the mouse will cause the modules to fire.
5. In order to select a different group of modules.
6. Use the numbers keys 1-4 to select that group of modules. Select group 2 by pressing the number key 2.
7. Attempt to fire the turrets. The turrets should not fire as they are not part of the active control group. Only control group 1 will allow the turrets to fire when the left mouse button is clicked.