**Test Plan:**

**Movement:**

1. Pressing the **left arrow key** makes the character move to the left.
2. Pressing the **right arrow key** makes the character move to the right.
3. Pressing the **up arrow key** makes the character jump.

**Game State:**

1. Pressing **R** restarts the game. Everything in the level will reset and the level will start from the beginning.
2. Walking into a boundary (thin 1px border) will trigger game restart.

**Time Control:**

1. Pressing **Q** activates the time acceleration ability. During the accelerated time period, there should be a vignette effect displayed on the screen. Pressing **Q** again will deactivate the acceleration. Pressing **W** while accelerating will activate deceleration.
2. Pressing **W** activates the time deceleration ability. During the decelerated time period, there should be a vignette effect displayed on the screen. Pressing **W** again will deactivate the deceleration. Pressing **Q** while accelerating will activate deceleration.

**Physics:**

1. When the player hits a platform, they will collide with it and not pass through it.
2. When a player lands on a moving platform, they will accelerate to match the velocity of the platform. There is a simulation of friction, and the player should slide a little bit on top of the platform before reaching the desired speed.
3. There is a simulation of inertia, and so abrupt platform movement changes should “launch” the player slightly. When a platform is moving slow, they should stay on, but it is expected that fast moving platforms may launch the player erratically. (The player must use time decelerate to navigate these obstacles).
4. When a player collides with a physics object (green cube in M1), they should be able to push it around.
5. When a physics object (green cube in M1) lands on top of the player, it should slide slightly, sticking with them but falling off if the player moves quickly. If the player jumps, they should bring the cube up with them.

**Camera:**

1. The camera should catch up to the character as they are moving around. If the player moves fast enough, they may slightly leave the camera’s FOV. It will catch up when the player stops/slows down.