

Test Table

ID	Test	Pass/Fail
1	Game starts in special start state	PASS
2	Player is visible as a yellow dot at correct position at beginning of play state	PASS
3	Player can be moved up/down in play state	PASS
4	Play starts on button 5	PASS
5	Obstacles appear as red dots in far-right column and move left in play state	PASS
6	Power-ups appear as green in far-right column and move left in play state	PASS
7	Obstacles speed up the game	PASS
8	Power-ups slow down the game	PASS
9	End state reached when game is too fast	PASS
10	Start state entered via button 5 on end state	PASS
12	Score is counted and displayed at end state	PASS