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| **Test Case** | **Expected Outcome** | **Actual Outcome** | **Pass / Fail** |
| Can you set asteroid spawn rate? | You can enter the spawn rate and it affects the | It does allow user to enter the spawn rate and it affects the | Pass |
| Can you set shoot rate? | User can enter shoot rate with acceptable range | It does allow user to enter shoot rate with acceptable range | Pass |
| Can you set asteroid speed? | User can enter asteroid speed with acceptable range. | You can can enter asteroid speed with acceptable range | Pass |
| Do the asteroids disappear when they collide with bullet? | Asteroids should disappear when they collide with bullet | It does disappear when they collide with bullet | Pass |
| Is ship facing right? | Ship should face right | The Ship faces Right, within acceptable parameters. | Pass |
| Do the asteroids move at the right speed? | Asteroids should move at the right speed | Asteroids move a defaulted speed, as well as an adjustable speed in the options menu. | Pass |
| Are the bullets removed when they hit an asteroid? | Bullets should be removed when they hit an asteroid | The bullet is spliced upon impact with a asteroid. | Pass |
| Are bullets and asteroids removed when they hit the canvas edge? | bullets and asteroids should be removed when they hit the canvas edge | Bullets and Asteroids are removed when crossing the canvas edge. | Pass |
| Are three asteroids created when the largest is hit | three asteroids should be created when the largest is hit | Three asteroids are created on impact when the laser collides | Pass |
| Are two asteroids created when the medium is hit | two asteroids should be created when the medium is hit | Two asteroids are created when the laser collides with a medium sized asteroid | Pass |
| Is score added only when smallest is hit | The score should be added only when smallest is hit | Score is only added when the smallest asteroid is destroyed | Pass |
| Does it record high score with name | it should record high score with name | The game records the high score if the score is greater than the high score variable | Pass |
| Is everything reset correctly when you restart | everything should be reset correctly when you restart | All necessary variables and objects are reset | Pass |
| Are there different game states | There should be different game states | There are 7 game states | Pass |
| Do they work | The game states should work, when player dies goes to game over. | Yes | Pass |
| Does the ship stop at the end of the screen | The ship should not be able to leave screen. | It does | Pass |
| New Asteroids are spawned at a random vertical position on the right-hand edge of the screen. | New Asteroids should spawned at a random vertical position on the right-hand edge of the screen. | They do | Pass |
| Its movement is controlled with the WASD keys. | Movement should be controlled with the WASD keys. | It is | Pass |
| Shots are fired from the location of the ship with the space key | Shots are fired from the location of the ship with the space key | They are | Pass |
| The game is over when an asteroid touches the space ship. | The game should be over when an asteroid touches the space ship. | The game ends when the player is hit | Pass |
| Cooldown prevents user from holding down spacebar for certain amout of time. | Cooldown should prevents user from holding down spacebar for certain amout of time. | No | FAIL |