**Fuel System:**

* Increase fuel test
* Increase fuel on correct answer test
* Decrease fuel test
* Decrease fuel test on asteroid collision
* Constantly burning fuel test
* Fuel display test
* Make fuel increase accessible from other scenes

**Player Controls:**

* Drag to move test
* Speed test
* Bounded movement test
* Trail finger test

**Background:**

* Moving background test
* Duplicate moving background test
* Speed test

**Gameplay to math:**

* Pause game test
* Pause gameplay music test
* Start math music test
* Play math scene over gameplay scene

**Math scene:**

* Timer test
* Display test
* Correct answer test
* Incorrect answer test
* Continue button test
* Destroy scene test
* Resume gameplay from math scene test
* Increase fuel from math scene test
* Music test
* Camera test

**Obstacles:**

* Initiates asteroid objects on screen (not outside of background)
* spawnWait,waveWait and startWait all work accordingly
* Correct objects instantiated with selected parameters

**Menu**

* Play game button initiates game.
* On touch, the button is highlighted
* Game initiates with main menu first
* Correct game orientation and aspect ratio

**Death Scenes**

* Play again button initiates a new game
* Quit button exits application
* On touch, the button is highlighted
* Correct game orientation and aspect ratio