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| **Title** | Difficulty Scaling Test 1 | |
| **ID** | DS1 | |
| **Test Owner** | Henry Staunton | |
| **Tester Name** |  | |
| **Test Date** |  | |
| **Test Steps** | **Expected Result** | **Pass/Fail** |
| 1. Open Game | Game successfully opens |  |
| 1. Open “Waves” game mode | The “Waves” game mode opens and the game starts normally |  |
| 1. First 5 levels of the game exhibit an easy mode of gameplay | The enemies should be easy enough for the player, i.e. not too fast and not too numerous. Different enemy types should be relatively equal in difficulty |  |
| 1. The game scales in difficulty as each boss is defeated | As each boss is defeated every 5 waves, the difficulty of the normal enemies should be increased |  |