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| **Title** | Making Enemy Sprites | |
| **ID** | ES | |
| **Owner of Test** | Neel Bains & Will Varsalona | |
| **Tester name** | Neel Bains & Will Varsalona | |
| **Test Date** | 10/28/19 | |
| **Test Steps** | **Expected Result** | **Pass / Fail** |
| Look at the code for enemies | There will be sprites for each of the enemies | Fail |

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| **Title** | Addition of Timer | |
| **ID** | AoT 2.0 | |
| **Owner of Test** | Neel Bains | |
| **Tester name** | Neel Bains | |
| **Test Date** | 10/28/19 | |
| **Test Steps** | **Expected Result** | **Pass / Fail** |
| Timer Displays in game | There is a timer and the timer count down properly | Fail |
| Once the timer ends you proceed to the next level and you have another timer start | When the timer ends the level will end and you will proceed to the next level. And the process will repeat | Fail |