Computer Science ISP Test Cases

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| **Description** | **Expected Result** | **Result** |
| When mouse 1 is pressed and held, user has constant control over the ball sprites movements. | *Ball moves with the users mouse movements.* | confirmed |
| When the ball sprite comes into contact with the blocks hit box, a negative point is given signaling a lost life. | *A negative point is added to the score counter on screen* | confirmed |
| When the score reaches -20, the game stops and a “GAME OVER” animation starts. | *The GAME OVER text comes into the screen horizontally from both directions and stops the game.* | confirmed |