Test Case	Expected Behavior	Pass (T/F)
Up arrow moves right paddle up	Paddle Moves up, stays in bounds.	T
Down arrow moves right paddle down	Paddle moves down, stays in bounds.	T
'W' key moves left paddle up	Left paddle moves up, stays in bounds.	T
'S' key moves left paddle down	Left paddle moves down, stays in bounds.	T
Ball moves on start	Ball moves and bounces off walls and paddles.	T
Ball bounces off top/bottom walls	Ball bounces correctly off top and bottom.	T
Ball resets after scoring	Ball resets to the centre after a score.	T
Right player scores when ball passes left.	Right player score increases by 1.	T
Left player scores when ball passes right	Left player score increases by 1.	T
Game ends at 5 points (win by two)	Game ends when a player reaches 5 points with a margin of 2.	T
High scores display correctly	Top 3 high scores are shown.	T
Paddles stay within screen boundaries	Paddles don't move off-screen.	T
Ball speed increases on paddle hit	Ball speed increases slightly after hitting a paddle.	T
No crash on unexpected inputs	Game handles unexpected input, e.g button mashing, random character inputs, without crashing.	T