Name: Shuo Diao   CDF ID: c4diaosh

Name: Jiahao Wang   CDF ID: c4wangjl

Test plan:

Pause Button :

- Tested it for graphical change, it should change graphics when it is clicked, we tested it manually through clicking it multiple times through the game

-Test if the Pause button actually stopped the game, we Log the spawn rate and checked the timer everytime we paused the game and checked if you resume it everything continues properly

-Tested if spawn rate actually resets when you paused, it should reset to 1-3 seconds spawn, we logged the spawn rate every time we paused it

-tested if the sound effects and music would keep playing, manual testing with multiple clicks

-Tested the buttons on the game over screen, the exit should return you to the level selection screen again and the replay should reload the level. We tested this manually

Game:

-Tested if the bugs actually goes to the food closest, we used one bug with multiple foods and checked if it went to the closest.

-Tested if the bugs would go through the list of foods and go to the next one, we had a list of foods available to one bug and had him eat the entire list to see if he goes to the next closest one

- Tested if click works to see if it actually removes the bug, we log the coordinates of the mouse click to see if it actually hit a bug and if it hits a bug and removes it we then printed the list of existing bugs to confirm that it was removed

-tested the spawn rate by timing each spawn between 1-3 seconds manually

-Tested the level select by trying to select both levels to see if the speed actually changed and tried not selecting a level to see if it gave an error message

-Tested if a bug can actually eat and remove a piece of food by logging the foods list each time after a bug has touched a food.

-Tested fading out effects of bugs, by manually changing the opacity of bugs and compare to the automated ones.