

Step	Procedure	Expected Results	Actual Results	Check or AI
1	Run menu.py	GUI window appears with character, world, and music loaded and playing. Instructions are printed to the top left, title is printed to the bottom right.		
2	Press W/A/D	Moves character forward, or angles him to the left or right. Plays running/walking animation and moves character forward.		
3	Walk to tepee	Launches easy level. Pygame menu appears with M83 playing, with instructions printing to the screen, a scoreboard continually updating and obstacles appearing on the screen to the beat of music.		
4	Walk to house	Launches medium level. Pygame menu appears with Twenty One Pilots playing, with instructions printing to the screen, a scoreboard continually updating and obstacles appearing on the screen to the beat of music.		

5	Walk to castle	Launches hard level. Pygame menu appears with Mariah Carey playing, with instructions printing to the screen (incremented), a scoreboard continually updating and obstacles appearing on the screen to the beat of music.		
6	Walk to cupcake	Launches high score menu with main menu music still playing, with a picture with the titles of each level as well as your accompanied high score		
7	Pressing space in game	Moves character up a specified amount and back down (speed varies per song)		
8	Rapidly pressing space in game	New jump does not start until old jump is finished		
9	Jump over obstacles	Obstacle will disappear to the LEFT of user, and score will be increased by 10		
10	Crash into obstacles	Obstacle will disappear once it touches user, 5 points will be subtracted from the score		

11	Complete level	Will either show if you beat your high score (with "New high score!"), else it will print what the highest score is. Then, it will print to the screen instructions for how to quit.		
12	Walk out of bounds	Returns player to origin point		