

UI

- MainMenuScreen
 - Game title is displayed - PASS
 - Game instructions are displayed - PASS
 - Buttons are displayed and function correctly:
 - Easy - PASS
 - Medium - PASS
 - Hard - PASS
 - Load - PASS
 - Exit - PASS
- EndGameScreen
 - Correct message is displayed on:
 - Win - PASS
 - Loss - PASS
 - Stats screen displays correctly, showcases stats and relevant widgets - PASS
 - Buttons are displayed and function correctly:
 - Play - PASS
 - Exit - PASS
- PauseMenu
 - Displayed with correct size - PASS
 - Overlays and fades out the map - PASS
 - Game progress is paused - PASS
 - Current gold balance is displayed correctly - PASS
 - Buttons are displayed and function correctly:
 - Play - PASS
 - Save - PASS
 - Quit - PASS
 - Shield - PASS
 - Quick shot - PASS
 - Triple shot - PASS
 - Hot shot - PASS
 - Super size - PASS
 - Info screen is updated with powerup info on button mouseover - PASS
- MainGameScreen
 - Subtitle updates with quest details - PASS
 - UI elements display and update correctly:
 - User XP - PASS
 - Gold - PASS
 - Time - PASS
 - Player health bar - PASS
 - Powerup indicator - PASS
 - Indicators - PASS
 - Crosshair - PASS
 - College health bars - PASS
 - Boss health bar - PASS

Rendering

- Entities are rendered in correct order (ships over whirlpools, colleges over land, etc) - **PASS**
- Animations render and play correctly:
 - Whirlpools - **PASS**
 - Pirates - **PASS**
 - Player ship when moving - **PASS**
 - Player ship when still - **PASS**
 - Chest when opening - **PASS**
 - Chest once opened - **PASS**
- On window resize:
 - textures and UI elements maintain aspect ratio - **FAIL**
 - UI elements display in correct places - **FAIL**
- Camera is clamped to prevent showing off-screen areas:
 - north - **PASS**
 - west - **PASS**
 - south - **PASS**
 - east - **PASS**

Gameplay

- Pirate ships move randomly - **PASS**
- Pirate ships fire sporadically - **PASS**
- Whirlpools appear randomly - **PASS**
- Whirlpools disappear randomly - **PASS**
- Player bullets aim in the direction of displayed crosshair - **PASS**
- Mouse is locked to crosshair - **PASS**
- Mouse is unlocked for pause menu - **PASS**
- Quest objectives are correctly pointed to by indicators - **PASS**
- Colleges are correctly pointed to by indicators - **PASS**