

	SYSTEM LEVEL TEST				
	Name of Tester				
	Date and Time				
	Scenario/Purpose	The user will play a game that was built using java. This game has a player object that dodges enemy objects and gives the player a score after the game.			
	Prerequisites	The application is opened by they user.			
Steps	Description	Expected Results	Pass	Fail	N/A
1	Menu Displayed	App opens to the Menu showing three options: Play, Help, and Quit			
2	Help	The user clicks on "Help" and is taken to a page with information on how to play the game and how to use the controls.			
3	Back	On the help page, there is an option to go back to the menu. When the user clicks the button, they are returned to the menu (step 1)			
1	Menu Displayed	Step 1 repeated			
4	Play Option	The user click "Play" and is taken to the beginning game screen.			
5	Play Game	The user uses the W, A, S, D keys to move their white player around the window. During this time, Enemies are spawning and bouncing off the walls. The user dodges enemies while the score and level counter rises. The player plays until HEALTH is at 0. The user is then taken to the End Game screen.			
6	End Game	The user is told "Game over" and is given a score. There is an option to "Try Again".			
7	Try Again	The user clicks "Try Again" and is returned to a new instance of the game. (Step 4/5)			
5 and 6	Play/End Game	Steps 5 - 6 are repeated			
8	Program Terminates	The user terminates the program by clicking "X" in the upper right-hand corner or pressing escape on the keyboard. The program terminates.			

[illegible]