Testing

## Scenario

Bird Movement

| ID | Test steps | Expected results | Pass/Fail |
| --- | --- | --- | --- |
| 1 | See if bird can automatically move down without any keys | The bird should be able to automatically move down without any keys | Pass |
| 2 | Check if score if being counted when bird passes through the pipes | The score should be counted correctly |  |
| 3 | See if bird moves up when space button is being clicked | Bird should be able to move up when space button is being clicked | Pass |
| 4 | Check if game movements stop if bird touches the ground or the pipes | All game movements should stop when bird touches the pipes or the ground | Pass |