### **M1 Test Plan**

**General**

* **Action**: Press R key  
  **Expected Result**: The current scene should reload.
* **Action**: Hover over interactable elements (e.g. mirrors)  
  **Expected Result**: Element should be highlighted.
* **Action**: Click interactable elements  
  **Expected Result**: A 'click' sound effect (sfx) should play.

**Main Menu Scene**

* **Action**: Click the "Return to Main Menu" button  
  **Expected Result**: Scene switches back to the Main Menu Scene.

**Gameplay Scene**

* **Action**: Click on the left side of rotatable mirrors (indicated by a glow on hover)  
  **Expected Result**: Mirror should rotate counterclockwise (CCW) around its central pivot.
* **Action**: Click on the right side of rotatable mirrors (indicated by a glow on hover)  
  **Expected Result**: Mirror should rotate clockwise (CW) around its central pivot.
* **Action**: Click and hold on the left side of movable mirrors (indicated by rails and a glow on hover)  
  **Expected Result**: Mirror should move left along its predetermined path.
* **Action**: Click and hold on the right side of movable mirrors (indicated by rails and a glow on hover)  
  **Expected Result**: Mirror should move right along its predetermined path.
* **Action**: Direct light rays to the end zone  
  **Expected Result**: Player should be taken to the win scene.
* **Action**: Direct light rays to reflective surfaces  
  **Expected Result**: A 'bounce' sfx should play.
* **Action**: Light rays hit a dark-gray wall tile  
  **Expected Result**: Light rays should disappear.

**Win Scene**

* **Action**: Click the "Return to Main Menu" button  
  **Expected Result**: Scene switches back to the Main Menu Scene.