Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
showResults()	1	Input is within range	Mode = 1	You won!	You won!	P
showResults()	2	Input is negative	Mode = -1	You lose!	You lose!	P
showResults()	3	Input is outside range	Mode = 2	You lose!	You lose!	P

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
movePlayer()	1	Player decides to move left while on the left most side of the board	Choice = 1, X = 1,	ValidMove = 0	ValidMove = 0	P
movePlayer()	2	Player decides to move right while on the right most side of the board	Choice = 2, X = 7,	ValidMove = 0	ValidMove = 0	P
movePlayer()	3	Player makes a valid move	Choice = 2, X = 3,	X = 5, validMove = 1	X = 5, validMove = 1	P

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
moveEnemy()	1	Enemy move cycle points to the right	Movement = 0, X1 = 1, Y1 = 1, X2 = 3, Y2 = 1, X3 = 5, Y3 = 1	Movement = 1, X1 = 3, Y1 = 1, X2 = 5, Y2 = 1, X3 = 7, Y3 = 1	Movement = 1, X1 = 3, Y1 = 1, X2 = 5, Y2 = 1, X3 = 7, Y3 = 1	P
moveEnemy()	2	Enemy move cycle points to the left	Movement = 2, X1 = 3, Y1 = 2, X2 = 5, Y2 = 2, X3 = 7, Y3 = 2	Movement = 3, X1 = 1, Y1 = 2, X2 = 3, Y2 = 2, X3 = 5, Y3 = 2	Movement = 3, X1 = 1, Y1 = 2, X2 = 3, Y2 = 2, X3 = 5, Y3 = 2	P
moveEnemy()	3	Enemy move cycle points downwards	Movement = 1, X1 = 3, Y1 = 1, X2 = 5, Y2 = 1, X3 = 7, Y3 = 1	Movement = 2, X1 = 3, Y1 = 2, X2 = 5, Y2 = 2, X3 = 7, Y3 = 2	Movement = 2, X1 = 3, Y1 = 2, X2 = 5, Y2 = 2, X3 = 7, Y3 = 2	P