| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| --- | --- | --- | --- | --- | --- | --- |
| drawColumns | 1 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 1  e2Row: 0  e2Col: 3  e3Row: 0  e3Col: 5  currentRow: 0 | |X|X|X| | | |X|X|X| | | Pass |
|  | 2 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 3  e2Row: 0  e2Col: 5  e3Row: 0  e3Col: 7  currentRow: 0 | | |X|X|X| | | |X|X|X| | Pass |
|  | 3 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 1  e2Row: 0  e2Col: 3  e3Row: 0  e3Col: 7  currentRow: 0 | X|X| |X| | X|X| |X| | Pass |
| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| drawRows | 1 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 1  e2Row: 0  e2Col: 3  e3Row: 0  e3Col: 5  currentRow: 0 | |X|X|X| |  | | | | |  | | | | |  | | | | | | |X|X|X| |  | | | | |  | | | | |  | | | | | | Pass |
|  | 2 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 3  e2Row: 0  e2Col: 5  e3Row: 0  e3Col: 7  currentRow: 0 | | |X|X|X|  | | | | |  | | | | |  | | | | | | | |X|X|X|  | | | | |  | | | | |  | | | | | | Pass |
|  | 3 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 1  e2Row: 0  e2Col: 3  e3Row: 0  e3Col: 7  currentRow: 0 | |X|X| |X|  | | | | |  | | | | |  | | | | | | |X|X| |X|  | | | | |  | | | | |  | | | | | | Pass |
| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| drawPlayerRow | 1 | Testing Player position on column 1 | pCol: 1 | |P| | | | | |P| | | | | Pass |
|  | 2 | Testing Player position on column 2 | pCol: 2 | | |P| | | | | |P| | | | Pass |
|  | 3 | Testing Player position on column 4 | pCol: 4 | | | | |P| | | | | |P| | Pass |
| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| drawGrid | 1 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 1  e2Row: 0  e2Col: 3  e3Row: 0  e3Col: 5  currentRow: 0 | |X|X|X| |  | | | | |  | | | | |  | | | | |  |--------|  |P| | | | | |X|X|X| |  | | | | |  | | | | |  | | | | |  |--------|  |P| | | | | Pass |
|  | 2 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 3  e2Row: 0  e2Col: 5  e3Row: 0  e3Col: 7  currentRow: 0 | | |X|X|X|  | | | | |  | | | | |  | | | | |  |--------|  |P| | | | | | |X|X|X|  | | | | |  | | | | |  | | | | |  |--------|  |P| | | | | Pass |
|  | 3 | Draws rows and enemy positions based on parameters set | e1Row: 0  e1Col: 1  e2Row: 0  e2Col: 3  e3Row: 0  e3Col: 7  currentRow: 0 | |X|X| |X|  | | | | |  | | | | |  | | | | |  |--------|  |P| | | | | |X|X| |X|  | | | | |  | | | | |  | | | | |  |--------|  |P| | | | | Pass |
| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| isInputValid | 1 | Testing input 1 | nInput: 1 | 1 | 1 | Pass |
|  | 2 | Testing input 3 | nInput: 3 | 1 | 1 | Pass |
|  | 3 | Testing input 5 | nInput: 5 | 0 | 0 | Pass |
| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| shouldEnemyMoveDown |  | Testing when Enemy is near the right edge side | enemyRow: 0  enemyCol: 7 | 1 | 1 | Pass |
|  |  | Testing when Enemy is near the left edge side | enemyRow: 1  enemyCol: 1 | 1 | 1 | Pass |
|  |  | Testing when Enemy is in the middle columns | enemyRow: 3  enemyCol: 3 | 0 | 0 | Pass |
| **Function** | **#** | **Description** | **Sample Input Data** | **Expected Output** | **Actual Output** | **Pass/Fail** |
| hasGameEnded | 1 | Returns True when score is greater or equal to 100 | score: 100  enemyWins: 100 | 1 | 1 | Pass |
|  | 2 | Return true when enemy passes the line | score: 40  enemyWins: 0 | 1 | 1 | Pass |
|  | 3 | Returns false when score is less than 100 or enemy hasn’t passed the line | score: 10  enemyWins: 100 | 0 | 0 | Pass |