**Unit Test Report**

| Test cases ID | Description | Input | Expected Result | Actual Result | Status (Pass/Fail) | Remarks |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Game Scene can launch when play button is pressed | Play button | GameScene is launched successfully when play button is pressed | GameScene is launched successfully when play button is pressed | Pass |  |
| 2 | Player can move in all 4 directions | A,W,S,D | Player can move in all 4 directions | Player can move in all 4 directions | Pass |  |
| 3 | Player can face any direction by moving the mouse | Move mouse | Player can face any direction by moving the mouse | Player can face any direction by moving the mouse | Pass |  |
| 4 | Player is able to jump | Space | Player is able to jump | Player is able to jump | Pass |  |
| 5 | Player is able to sprint | Hold shift | Player is able to sprint | Player is able to sprint | Pass |  |
| 6 | Player is able to collect coins | NIL | Player is able to collect coins | Player is able to collect coins | Pass |  |
| 7 | Player lose when falling into the water | NIL | Player lose when falling into the water | Player lose when falling into the water | Pass |  |
| 8 | Player win when all the coins are collected | NIL | Player win when all the coins are collected | Player win when all the coins are collected | Pass |  |

**Integration Test Report**

| Test cases ID | Description | Input | Expected Result | Actual Result | Status (Pass/Fail) | Remarks |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | GameWinScene is launched when the player win the game | Press play button | GameWinScene is launched | GameWinScene is launched | Pass |  |
| 2 | GameOverScene is launched when the player fall into the water | Player health reaches zero | GameWinScene is launched | GameWinScene is launched | Pass |  |
| 3 | GameScene is able to launch when R button press when the player win/lose | Press “Restart” button | GameScene is able to launch when R | GameScene is able to launch when R | Pass |  |
| 4 | Check for particle when player collide with the coins | Player collide with coin | Particle appears | Particle appear | Pass |  |
| 5 | UI for score is updated when the player collide with coins | Player collide with coin | UI for score is updated | UI for score is updated | Pass |  |
| 6 | UI for timer goes down when the player starts the game | Press play button | UI for timer is update | UI for timer is update | Pass |  |
| 7 | Instructionscene is able to launch when click | Click on instruction | Instructionscene is able to launch when click | Instructionscene is able to launch when click | Pass |  |
| 8 | Check for collision when the player walks towards the wall, stand on the platform and walk towards the tree | Player collides with wall, platforms and trees | Player unable to go through | Player unable to go through | Pass |  |

**User Acceptance Test Report**

| Test cases ID | Description | Input | Expected Result | Actual Result | Status (Pass/Fail) | Remarks |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | User is able to understand the gameplay based on instruction | NIL | User is able to understand the gameplay without any assistance |  |  |  |
| 2 | User is able to adopt to the game UI | NIL | User is able to play the game comfortably |  |  |  |
| 3 | Check on GamePlay mechanisms on GameScene whether it is easy to use | NIL | Game mechanism are easy to use |  |  |  |
| 4 | Checking on the UI font if the user is able to see clearly. | NIL | User is able to play the game comfortably |  |  |  |
| 5 | Checking on the player movements if the user is able to control properly | NIL | User is able to play the game comfortably |  |  |  |
| 6 | Checking to see if there are any graphics glitches have been identified during gameplay | NIL | No errors identified |  |  |  |
| 7 | Check if the user is able to open the EXE file on the desired platform when they want to play the game. | NIL | User is able to open on desired platforms |  |  |  |
| 8 | Check if the player is unable to walk through walls/platforms and trees | NIL | Player unable to walk through |  |  |  |