**User Acceptance Test Report**

**Group: Llama**

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| 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 | User is able to understand the gameplay without any assistance | Pass | NIL |
| 2 | User is able to adopt to the game UI | NIL | User is able to play the game comfortably | User is able to play the game comfortably | Pass | NIL |
| 3 | Check on GamePlay mechanisms on GameScene whether it is easy to use | NIL | Game mechanism are easy to use | Game mechanism are easy to use | Pass | NIL |
| 4 | Checking on the UI font if the user is able to see clearly. | NIL | User is able to play the game comfortably | User is able to play the game comfortably | Pass | NIL |
| 5 | Checking on the player movements if the user is able to control properly | NIL | User is able to play the game comfortably | User is able to play the game comfortably | Pass | NIL |
| 6 | Checking to see if there are any graphics glitches have been identified during gameplay | NIL | No errors identified | No errors found | Pass | NIL |
| 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 | User is able to open on desired platforms | Pass | NIL |
| 8 | Check if the player is unable to walk through walls/platforms and trees | NIL | Player unable to walk through | Player unable to walk through | Pass | NIL |