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| Test Case ID | Description | Input | Expected Result | Actual Result | Status  (Pass/Fail) | Remarks |
| 1 | Check on Game EXE file to  launch Game successfully. | Execute  EXE file. | Game  launched  successfully. | Game  launched  successfully. | pass |  |
| 2 | Player can move up and down when W or S key is pressed | Press w or s keys | Player can move up or down | Player can move up or down | pass |  |
| 3 | Ui is updated with correct score | Object behind player collide with obstacle | Score is increased | Score is increased | pass |  |
| 4 | Gamelose scene is launched when player touch the obstacle | Player collide with obstacle | Gamelose scene is launched successfully | Gamelose scene is launched successfully | pass |  |
| 5 | GameScene is able to launch  when “Restart” button is  pressed on GameOver Scene. | Press Restart button | GameScene is  launched  successfully | GameScene is  launched  successfully | pass |  |
| 6 | Check on font type, size and  colour are appropriate for  GameOver Scene. | nil | Font type, size  and colour are  correct. | Font type, size  and colour are  correct. | pass |  |
| 7 | Check on player movement  according to the keys  mentioned in Game Design  Document. | Press the  keys for  player  movements. | Player can  move  successfully  based on the  key pressed. | Player can  move  successfully  based on the  key pressed. | pass |  |
| 8 | Check on all the obstacles or  enemies that are spawned are  at appropriate scenes and  conditions. | nil | Obstacles or  enemies are  spawned  correctly  based on the  rules and  conditions. | Obstacles or  enemies are  spawned  correctly  based on the  rules and  conditions. | pass |  |
| 9 | Check on Gameplay  mechanisms on GameScene  whether it is easy to use | nil | Game  mechanisms  are easy to  use. | Game  mechanisms  are easy to  use. | pass |  |
| 10 | Check for any graphical glitches  or freezing, hanging or crashing  errors have been identified. | nil | No errors  identified. | No errors  identified. | pass |  |