|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test  Case  ID | Description | Input | Expected Result | Actual Result | Pass/Fail | Remark |
| 1 | Validate the timer | Nil | The timer deducting its numbers |  |  |  |
| 2 | Verify UI buttons loading to scenes | Button Input | The game will load back to Gameplay Scene when clicking restart button |  |  |  |
| 3 | Verify mole and mouse condition | Mouse Input | Clicking the mole will destroy itself |  |  |  |
| 4 | Mole spawner validation | Nil | Mole spawning on the hole placed on the floor |  |  |  |
| 5 | Mole spawning validation | Nil | Mole spawning on hole at random |  |  |  |
| 6 | Game reward condition | Mouse Input | Score will updated after clicking on mole |  |  |  |
| 7 | Losing condition | Nil | Timer going down to 0 with less than 10 scores will load to the Lose Scene |  |  |  |
| 8 | Winning condition | Nil | Timer going down to 0 with more than or equal to 10 will load to the Win Scene |  |  |  |