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