User Acceptance Testing

| Game Title | Wheck-A-Mole |
| --- | --- |
| Game Genre | Arcade |
| GamePlay | Click on the mole to get more score and time, to get the high score |
| Number of level | 1 |
| Game Win condition | Getting a new highscore |
| Game Lose condition | When timer reach zero |

UAT test cases

Tester name: Test Date:

| Sno. | Test description | Yes/no | Severity of the defect | Summary of the defect |
| --- | --- | --- | --- | --- |
| 1 | Timer Start when game start |  |  |  |
| 2 | UI Button loading to scene |  |  |  |
| 3 | If enemy is not clicked on the enemy will destroy itself |  |  |  |
| 4 | Enemy spawning on correct position |  |  |  |
| 5 | If timer reach zero go to game lose |  |  |  |
| 6 | Clicking on the enemy the player will be given score and more time |  |  |  |
| 7 | The winning condition for the game is to get the high score |  |  |  |
| 8 | The sprite is shown when game is played |  |  |  |