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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 | The timer is going down. | Pass |  |
| 2 | Verify UI buttons loading to scenes | Button Input | The game will load back to Gameplay Scene when clicking restart button | The game loads back to gameplay scene when restart button is clicked | Pass | 02 |
| 3 | Verify mole and mouse condition | Mouse Input | Clicking the mole will destroy itself | Clicking the mole will destroy itself and increase score | Pass |  |
| 4 | Mole spawner validation | Nil | Mole spawning on the hole placed on the floor | Mole is accurately randomly spawning on the holes in the floor | Pass |  |
| 5 | Mole spawning validation | Nil | Mole spawning on hole at random | Moles are spawning randomly | Pass |  |
| 6 | Game reward condition | Mouse Input | Score will updated after clicking on mole | Score is buggy. It doesn’t update accurately | Fail | When multiple moles are in the scene and a mole is clicked, the score increases. |
| 7 | Losing condition | Nil | Timer going down to 0 with less than 10 scores will load to the Lose Scene | It goes to lose scene when the score is less than 10 | Pass | High score doesn’t update. |
| 8 | Winning condition | Nil | Timer going down to 0 with more than or equal to 10 will load to the Win Scene | It goes to win scene when the score is more than 9 | Pass | High score doesn’t update. |

Test Case done by William

Document created by Ava