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| Test case ID | Description | Input | Expected Result | Actual Result | Pass/Fail | Remarks |
| 1 | Character Movement | Keyboard | Player can move left and right and can jump | All movement is working as intended | Pass | Nil |
| 2 | Audio | Keyboard | The required audio is played | Audio and background music is playing | Pass | Nil |
| 3 | Scene | Keyboard | Able to change scene on click/progress | Able to go to lose/win scene and menu screen | Pass | Nil |
| 4 | Button UI | Keyboard | Able to click and respond | Functions properly and able to be pressed | Pass | Nil |
| 5 | Enemy AI | Keyboard | Able to attack the player and move | Able to deal damage to the player | Pass | Nil |
| 6 | Collision | Keyboard | Border and walls to keep player in play area | Objects around the map has collision and pose as an obstacle for the player | Pass | Nil |
| 7 | Win Condition | Keyboard | When player reaches the end he will progress and win | After gong through both levels the player will win the game | Pass | Nil |
| 8 | Pause Menu | Keyboard | When Esc is press, the pause menu will show up | Upon Esc pressed the pause menu will show up | Pass | Nil |
| 9 | Object pickup | Keyboard | Health pack and shields can be picked up | Picking up health kids and shield to restore health and shield | Pass | Nil |
| 10 | Lose Condition | Keyboard | When the player falls or takes to many damages, it will lead to game over | When player falls off the map or when health reaches 0, the player will lose the game | Pass | Nil |

Accent test case