**User Acceptance Testing document**

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| **Game Title** | 2D Platformer |
| **Game Genre** | Action |
| **Game Play** | Shooter/Adventure |
| **Number of levels** | 2 |
| **Game Win Condition** | Reach the end of the levels |
| **Game Lose condition** | Taking too many damage/ fall off the map |

**Sample test cases ( You can add as many UAT test cases according to your game play):**

**Tester name: Chin Test Date : 21/2/2024**

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| **Sno.** | **Test description** | **Yes /No** | **Remarks**  **(if any)** |
| 1 | Player movement works | Yes | Nil |
| 2 | Player is able to shoot | Yes | Nil |
| 3 | Enemy Ai is working | Yes | Nil |
| 4 | Able to go to level 2 | Yes | Nil |
| 5 | Audio and music works | Yes | Nil |
| 6 | Able to start and restart the game | Yes | Nil |
| 7 | Animation works | Yes | Nil |
| 8 | Able to go back to main menu | Yes | Nil |
| 9 | Score Counts | Yes | Nil |
| 10 | Collision with console object works to next level | Yes | Nil |