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| **Test Case ID** | **Description** | **Input** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | Testing the game | On start, press Enter key | Game starts | Game starts | Pass | Nil |
| 2 | Test the music | On start, press Enter Key | Music Plays | Music Plays | Pass | Nil |
| 3 | Testing the jump of the character | In play, press the Space button | The character jumps | The character jumps | Pass | Nil |
| 4 | Testing the collision of character to the obstacle | In play, press the Space button | Goes to the game over scene | Goes to the game over scene | Pass | Nil |
| 5 | Testing the fall of the character | NA | Goes to the game over scene | Goes to the game over scene | Pass | Nil |
| 6 | Testing the score in the game | NA | Scores one when obstacle did not touch the character | Scores one when obstacle did not touch the character | Pass | Nil |
| 7 | Testing spawn | NA | Spawns one a second when game is played | Spawns one a second when game is played | Pass | Nil |
| 8 | Testing obstacle destroy | NA | Obstacle destroyed when out of screen | Obstacle destroyed when out of screen | Pass | Nil |
| 9 | Testing if the character goes out of position | Press Space button multiple times | The character stops jumping reaching the position limit | The character stops jumping reaching the position limit | Pass | Nil |
| 10 | Testing restart button click | Press Restart button | Goes back to game scene | Goes back to game scene | Pass | Nil |