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| **Test Case ID** | **Description** | **Input** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | Test game | On start, press Play button | Game starts | Game starts | Pass |  |
| 2 | Test character moving up | Press Up arrow button | Character moves up in the game | Character moves up in the game | Pass |  |
| 3 | Test character moving down | Press Down arrow button | Character moves down in the game | Character moves down in the game | Pass |  |
| 4 | Test obstacle Spawner | NA | Spawns obstacles in the game | Spawns obstacles in the game | Pass |  |
| 5 | Test obstacle movement | NA | Obstacle move towards the character | Obstacle move towards the character | Pass |  |
| 6 | Testing Score of the game | NA | Score a point when obstacle move pass the character position without collision | Score a point when obstacle move pass the character position without collision | Pass |  |
| 7 | Testing collision between character and obstacle | Press Up or down button | The game goes to game over scene | The game goes to game over scene | Pass | Move to make the character at the same position with obstacle |
| 8 | Test Restart click button | Press Restart button | Goes back to Game Scene | Goes back to Game Scene | Pass |  |
| 9 | Test obstacle destroy | NA | Obstacle destroyed after moving pass character | Obstacle destroyed after moving pass character | Pass |  |
| 10 | Test random colour obstacle spawn | NA | Spawner spawns one random colour obstacle a second | Spawner spawns one random colour obstacle a second | Pass |  |