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| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Description** | **Input** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | Test new game | On start, press Enter key | Game starts | Game starts | Pass |  |
| 5 Ws (and 1 H)   * **~~W~~**~~ho is it about?~~ (Unless multiple users/player) * **W**hat happened? * **W**hen did it take place? * **W**here did it take place? * **~~W~~**~~hy did it happen?~~ (Maybe in the remarks) * **H**ow did it happen | | | | | | |
| 3 | Test for **what** at **where** and **when** | **What** to input, **where** to input  **How** to input | **What** should happen,  **Where** it will happen  **When** will it happen | Happened at **where**, **what** happened, **when** or **how** long it happens | Pass / Fail | If got problem  **What** did you (tester) do and **How** it happened,  At **where** it happened |
| 4 | Test if Text UI is able to scale, when different resolution | Check if canvas scaler component is set to scale with screen size |  |  |  |  |
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