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| **Test Case N.O** | **Type Of Test** | **Input** | **Expected Results** | **Actual Results** | **Pass/Fail** | **Remarks** |
| **1** | Visual | Game Start | Three hearts are shown at the top right of the screen. | Three hearts are shown at the top right of the screen. | **Pass** | **-** |
| **2** | Gameplay | A,D or Left or Right arrow keys pressed by player | Pressing either the A or D will move the character left or right respectively. The same rule applies to the arrow keys. | Pressing either the A or D will move the character left or right respectively. The same rule applies to the arrow keys. | **Pass** | **-** |
| **3** | Functionality | Game Start | Obstacles spawned are randomly chosen and spread out. | Obstacles spawned are randomly chosen and spread out. | **Pass** | **-** |
| **4** | Functionality | Player collides with Obstacle | Player loses a life after colliding with an obstacle. | Player loses a life after colliding with an obstacle. | **Pass** | **-** |
| **5** | Gameplay | Game End | Game Over overlay loads after player loses all lives. | Game Over overlay loads after player loses all lives. | **Pass** | **-** |
| **6** | Visual | Player avoids Obstacle | Player gets awarded +10 points for avoiding an obstacle. | Player gets awarded +1 point for avoiding an obstacle. | **Fail** | Change score increase from 1 to 10 in the code. |
| **7** | Gameplay | Game Win | Player wins the game after collecting 100 points. | Player does not win the game after collecting 100 points. | **Fail** | Change win score to 100 |
| **8** | Audio | Game Start | Background music is played when game starts. | Background music is played when game starts. | **Pass** | **-** |
| **9** | Audio | Player Hits Obstacle | Hurt sound effect plays. | Hurt sound effect does not play. | **Fail** | Check code and import the necessary sound files |
| **10** | Gameplay | Built Application | App runs without any crashes or bugs. | App runs without any crashes or bugs. | **Pass** | **-** |