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| **ID** | **Test Procedure** | **Observations to Verify** | **Observations** |
| HL\_01 | The number of brick should decrease after each hit of the ball. | Does the number of brick decreases after gets broken by the game | The number of bricks keep decreasing with each hit by the ball. |
| HL\_02 | The speed of the ball should be set at what the programmer has set. | If the speed of ball keeps varying or remains constant throughout the game. | Speed of the ball remains constant at every interval. |
| LL\_01 | Direction of the ball should change with each hit but should within the container. | With each hit of the ball to the brick, does the direction of ball changes? | Ball does not cross the boundary set by the programmer. |
| LL\_02 | Paddle movement sensitivity is very important factor here. | Does the movement of paddle goes accordingly with user demands? | Paddle moves according to the delay set by the programmer. |
| HL\_03 | The speed of ball should be at the speed set by the programmer whether its hit the brick or not. | Is the speed of ball remains same during its arrival and departure? | Speed of the ball remains same during its departure and arrival. |
| LL\_03 | Score of the player should increase with each hit and break of brick. | Does the score of the player keeps increasing after each break of brick? | Score of the player keeps increasing by 5 with each hit. |
| LL\_04 | Not more than one chance will be provided to the player to win. | How many chances does the user get before the game gets over? | Only one chance is provided to the player. |
| HL\_04 | Highest score should be 21\*5=105. | Highest score to win the game. | Highest score to win the game is=>21 bricks with 5 score each, so 21\*5=105. |