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| Test Case | Test Case | Expected result | Actual Result |
| #1 | Start the game | Fish, sea and boat render correctly. | Fish, sea and boat render correctly. |
| #2 | In-game - Initial Fish movement | Fish initially ‘swim’ from left to right. | Fish initially ‘swim’ from left to right |
| #3 | In-game - Fish movement upon reaching the right side of the screen | Fish image changes to a left facing mirror image and ‘swims’ from right to left at the same speed. | Fish image changes to a left facing mirror image and ‘swims’ from right to left at the same speed. |
| #3 | In-game - Pressing keys other than left, right, down arrow keys | No effect - game still functions as normal, player does nothing. | No effect - game still functions as normal, player does nothing. |
| #4 | In-game - Pressing the left and right arrow keys. | Players boat moves left and right from respective arrow keys. | Players boat moves left and right from respective arrow keys. |
| #5 | In-game - Pressing the down arrow key. | Player lowers a hook | Player lowers a hook |
| #6 | In-game - Pressing the down arrow key while the hook is falling or returning | No effect - Hook does not fire again. | No effect - Hook does not fire again. |
| #6 | In-game - while travelling down hook hits a fish | Fish disappears, 50 is added to score, hook returns to boat, hook does not interact with any other fish | Fish disappears, 50 is added to score, hook returns to boat, hook does not interact with any other fish |
| #7 | In-game - hook reaches bottom of screen | Hook returns up the screen, hook does not interact with any fish. | Hook returns up the screen, hook does not interact with any fish. |
| #8 | In-game - Fish reach boat | Gameover screen displays correctly with correct score. | Gameover screen displays correctly with correct score. |
| #9 | In-game - On Gameover screen pressing keys other than enter at random | No effect - gameover screen shows no change | No effect - gameover screen shows no change |
| #10 | In-game - Pressing enter on the gameover screen | Restarts the game, boat, sea and fish render. | Restarts the game, boat, sea and fish render. |
| #11 | In-game - Hitting a fish with the rod | Fish disappears, rod returns to player and score increases by 50. | Fish disappears, rod returns to player and score increases by 50. |
| #12 | In-game - When score hits 150 | Shark should appear at bottom of screen and shoot bubbles at player | Shark appears at bottom of screen and shoots bubbles at player. |
| #13 | In-game - Shark behaviour | Shark should randomly move position on the bottom of the screen and fire bubbles intermittently at the player. | Shark randomly changes position and intermittently fires bubbles at the player. |
| #14 | In-game - Bubble hits player | Gameover splash screen displays | Gameover splash screen displays correctly. |