9\_JingXun\_Lab10

https://github.com/Awxccc/PA11-GIT-V6.git

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| --- | --- | --- | --- | --- | --- | --- |
| Test Case ID | Description | Input | Expected Result | Actual Result | Pass/Fail | Remarks |
| 1 | Player Movement | Keyboard Input | Player can move vertically | Player can move vertically | Pass | NIL |
| 2 | UI Text | User Interface | Score updates | Score updates | Pass | NIL |
| 3 | Spawner | Spawns random cubes | Different cubes spawn | Different cubes spawn | Pass | NIL |
| 4 | Score System | Player score increases if obstacle is avoided | Score increases | Score increases | Pass | NIL |
| 5 | Boundary | Player boundaries | Player is clamped vertically | Player is clamped vertically | Pass | NIL |
| 6 | Restart Button | Mouse Input | Goes to game scene | Goes to game scene | Pass | NIL |
| 7 | Player Touch obstacle | Keyboard Input | Goes to lose scene | Goes to lose scene | Pass | NIL |
| 8 | Cubes spawn in random locations | Spawn System | Cubes will spawn on the other end on any y axis | Cubes will spawn on the other end on any y axis | Pass | NIL |
| 9 | Enemy movement | Enemy System | Cubes will move towards the left | Cubes will move towards the left | Pass | NIL |
| 10 | Objects out of view | Object System | Objects that move out of the screen will be destroyed | Objects that move out of the screen will be destroyed | Pass | NIL |