Case 1:

Set time = 2 minutes

Expect: countdown from 120 seconds

Case 2:

Intersect without pressing space

Expect: no mark gotten

Case 3:

Intersect and press space

Expect: get 1 mark

Case 4:

Player can’t go out of canvas

Expect: can’t go out of canvas

Case 5:

Worms can’t go out of sand area

Expect: can’t go out of canvas, and can’t go to water

Case 6:

Display score and sound at the end

Expect: Display score and sound at the end