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| **Requirement to test** | **Test Data Input** | **Expected Outcomes** | **Actual Outcomes** |
| 2.1. Game Start | Click on **‘START’** button or Press <SPACEBAR> | 1. Text “GAME START” shows and fades out; 2. Game start sound “ding dong” played; 3. Background music start to play and loop; 4. Oranges start to grow up (in green); 5. Timer start to count down; 6. Mrs. X can move by arrow keys; | **As same as Expected.** |
| 2.2. play time restriction of 7 minutes | Play the game until reached 7 minutes countdown | 1. Timer countdown to zero; 2. Mrs. X cannot move by arrow keys; 3. Text “GAME OVER” showed; | **As same as Expected.** |
| 2.3. Mrs. X move by arrow kyes and cart turn around | Press arrow key <LeftRight|Up|Down> | 1. Mrs. X move a step to left/right/up/down; 2. The cart shows in left/right side; | **As same as Expected.** |
| 2.4. Mrs. X eyes movements | Move Mrs. X by arrow keys to a position which is under a growing orange and wait until the orange hits on the head | 1. Score reduce 1; 2. A “unhappy sound” played; 3. Mrs. X eyes moving for a while; | **As same as Expected.** |
| 2.5. Mrs. X catch an orange | Move Mrs. X by arrow keys to a position which can catch an orange by cart and wait for orange drop into cart; | 1. Score plus 10; 2. A “happy sound” played; 3. The orange stays in cart; | **As same as Expected.** |
| 2.6. Game Stop | Click on **‘STOP’** button or Press <SPACEBAR> while game is started. | 1. Text “GAME OVER” shows out; 2. Game stop sound “di oh” played; 3. Background music stopped; 4. Oranges freeze; 5. Timer freeze; 6. Mrs. X cannot move by arrow keys; | **As same as Expected.** |