No	Tests	Input	Expected Result	Actual Result	Comments
1	Background Music and Sounds	Open the game and open main game level and try to select buttons.	Soundtracks are playing and button click sfx also can be heard	Soundtracks are playing and button click sfx also can be heard	check if the sound's ON/OFF function works during game play and also if it is in sync with the game.
2	User Interface	Enter every scene	Scene's UI is appearing in adequate scale	Scene's UI is appearing in adequate scale	test if the game is working in both landscape and portrait mode, whether the animations are working same in both the modes, check screen display, characters, game loading indicator, scrolling and so on.
3	Performance	Run on PC	Runs at 60 FPS	Runs at 60 FPS	
4	Timer	Remain alive in the game for 20 seconds	When game is over timer shows 20 seconds	When game is over timer shows 20 seconds	
5	Pause	ESC	Game pauses	Game pauses	
6	Game Quit	Quit the game in main menu, quit the game during the action.	Game quits or returns to the main menu.	Game quits or does not appear when quitting from action.	Main menu animation is not triggering.
6.1	Game Quit				
7	Main Menu Scene	Enter the game	Every menu element is selectable and leads to scene transition	Every menu element is selectable and leads to scene transition	

Commented [DR1]: Generic Black box testing

8	Main Level Scene	WASD	Level is loaded and platforms are spawning	Level is loaded and platforms are spawning	
9	Tutorial Scene	WASD	Level is loaded, platform is moving and chasing agent is active	Level is loaded, platform is moving and chasing agent is active	
10	Credits Scene	Enter the scene	Credits are animation and back button is working	Credits are animation and back button is working	
11	Game Over popup	In main level scene fall down	Game Over panel pops-up	Game Over panel pops-up	Revive option with 10 coins, quit option.
12	Player's jumping	Spacebar	Player jumps	Player jumps	
13	Locomotion	WASD, WASD + CRTL, WASD + SHIFT	Player is running, walking, sprinting	Player is running, walking, sprinting	
14	Enemy's running	Enter the tutorial level.	Enemy is following the player and running animation is playing	Enemy is following the player and running animation is playing	
15	Enemy's jumping	Jump on a platform	Enemy is performing the jump	Enemy is passing to separate platforms, however jumping animation is not playing.	
15.1					
16	Enemy's NavMesh	Select all platforms and bake the map	Nav Mesh bakes the map across all level and, later, enemy is following the player	It baked map only for tutorial level, but in main level where platforms are dynamically spawned the baking is not working	Is he following the player?

16.1	Enemy's NavMesh				
17	Gravity tool	C is pressed	Toggles the gravity		Not implemented yet.
18	Level generator	Play the main level.	New platform is spawned when player enters the collider.	New platform is spawned when player enters the collider.	
19	Player's landing, ground detection	Fall from platform	Falling animation is played. When ground is detected landing animation is played.	Falling works, but when player is approaching ground landing animations is playing late and player's feet is being for a second under the ground	Ground detection is working correctly.
19.1	Player's landing, ground detection				
20	Player's Game Over detection	Fall from platform in main level.	Game Manager script's isGameOver parameter is true	Game Manager script's isGameOver parameter is true	
21	Level's difficulty scale	Reach 1.2 minute of playing the game	Game Manager's level difficulty is changing from "easy" to "medium" to "hard"	Game Manager's level difficulty is changing from "easy" to "medium" to "hard"	
22	Enemy catch	Be withing the sphere collider of enemy	Enemy's catch animation is player	Enemy's animation frame is stuck.	
22.1	Enemy catch				
23	Is Walk animation triggering	WASD + CTRL	Walk animation is playing	Walk animation is playing	

Commented [DR2]: Detailed locomotion animation tests follow

24	Is Sprinting animation triggering	WASD + Shift	Sprinting animation is playing	Sprinting animation is playing	
25	Is Running animation triggering	WASD	Running animation is playing	Running animation is playing	
26	Is Jumping animation triggering	Spacebar	Jumping animation is playing	Jumping animation is playing	
27	Is Idle animation triggering	Launch any level	Idle animation is playing	Idle animation is playing	
28	Is player's speed increasing when walking from idle state	WASD + CRTL	Speed increases	Speed increases	
29	Is player's speed increasing when running from idle state	WASD	Speed is higher comparing to walking	Speed is higher comparing to walking	
30	Is player's speed increasing when sprinting from idle state	WASD + Shift	Speed is higher comparing to running	Speed is higher comparing to running	
31	Is player's speed and height increasing when jumping from idle state	Spacebar	Speed and height increases	Speed and height increases	
32	Is Main level scene launching when pressing Play button	Press Play button	Main level scene appears after a button SFX is produced.	Main level scene appears after a button SFX is produced.	
33	Is Tutorial level scene launching when pressing Tutorial button	Press Tutorial button	Tutorial level scene appears after a button SFX is produced.	Tutorial level scene appears after a button SFX is produced.	
34	Is Credits scene launching when pressing Credits button	Press Credits button	Credits level scene appears after a button SFX is produced.	Credits level scene appears after a button SFX is produced.	
35	Is game quitting when pressing Quit button	Press Quit button	Game quits after a button	Game quits after a button	

Commented [DR3]: Detailed locomotion physics tests follow

Commented [DR4]: Detailed main menu UI tests

			SFX is produced.	SFX is produced.	
36	Is game pausing during jumping	Spacebar + ESC	Game is pausing	Game is pausing	
37	Is game pausing during locomotion	WASD + ESC	Game is pausing	Game is pausing	
38	Is game pausing during locomotion by clicking Pause button	WASD + press Pause button	Game is pausing	Game is pausing	
39	Is game pausing during jumping by clicking Pause button	Spacebar + press Pause button	Game is pausing	Game is pausing	
40	Is game pausing during jumping in Tutorial Level scene	Spacebar + ESC	Game is pausing	Game is pausing	
41	Is game pausing during locomotion in Tutorial Level scene	WASD + ESC	Game is pausing	Game is pausing	
42	Is game pausing during locomotion by clicking Pause button in Tutorial Level scene	WASD + press Pause button	Game is pausing	Game is pausing	
43	Is game pausing during jumping by clicking Pause button in Tutorial Level scene	Spacebar + press Pause button	Game is pausing	Game is pausing	
44	Is game quitting to Main Menu scene by clicking Exit button in Pause Menu	ESC + press Quit button	Main Menu scene appears	Main Menu scene appears	
45	Is game quitting to Main Menu scene by	ESC + press Quit button	Main Menu scene appears	Main Menu scene appears	

	clicking Exit button in Pause Menu in Tutorial Level				
46	Is there a delay when transitioning from Splash Screen to Main Menu scene	Launch Game	There is no delay	There is no delay	There are no delays as game itself is very lightweight in terms of used resources.
47	Is there a delay when transitioning from Main menu scene to Main Game scene	Launch Game, press Play	There is no delay	There is no delay	
48	Is there a delay when transitioning from Main menu scene to Credits scene	Launch Game, press Credits	There is no delay	There is no delay	
49	Is there a delay when transitioning from Main menu scene to Tutorial scene	Launch Game, press Tutorial button	There is no delay	There is no delay	
50	Is there a delay when transitioning from any scene to Main Menu scene	Press Exit button during game, credits scene or Tutorial level	There is no delay	There is no delay	It is a generic test involving 3 different sub-tests.

Commented [DR6]: Stability Tests