

Test Case #: 1**Test Case:** Lives Increase**Description:** Check if lives were properly increased from 3 to 5**Expected Result:** After taking 5 hits the game will end**Actual Result:** After taking 5 hits the game ends**Current Status:** Functional**Test Case #: 2****Test Case:** Lives countdown - UI**Description:** Check if the UI properly tracks the players' remaining lives**Expected Result:** The life icon that is the furthest to the right will disappear each time the player takes a hit**Actual Result:** The 4th and 5th life icons do not disappear when they should. However, the first 3 icons do disappear as they should when the player is below 3 lives**Current Status:** Fixed as of 20/4/22**Test Case #: 3****Test Case:** Invincibility power up**Description:** Ensure the invincibility power up is working**Expected Result:** Upon grabbing an invincibility power up, players should be able to run into obstacles without taking damage for a short time. Once the time is up, contacting obstacles will result in losing a life**Actual Result:** Upon grabbing an invincibility power up the player can run into obstacles for a short amount of time. Once this time is up, contacting obstacles results in losing a life.**Current Status:** Functional