These test cases cover the creation and basic properties of the **TrashItem** and **RecycleBin** objects.

Test Case 1: TrashItem Creation

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| Test Case ID | Test Scenario/Objective | Precondition | Test Steps | Input Data | Expected Result |
| 1 | Verify the correct creation of a **TrashItem** object | Pygame library has been imported and initialized, and the necessary game resources (images, sounds, etc.) are available. | Create a **TrashItem** object with a specific **trash\_type** and **image** | trash\_type: "paper", image: a pygame.Surface with dimensions (70, 70) | The created **TrashItem** object should have the correct **trash\_type**, **image**, and dimensions for its **rect** object (width: 70, height: 70) |

Test Case 2: RecycleBin Creation

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| --- | --- | --- | --- | --- | --- |
| Test Case ID | Test Scenario/Objective | Precondition | Test Steps | Input Data | Expected Result |
| 2 | Verify the correct creation of a **RecycleBin** object | Pygame library has been imported and initialized, and the necessary game resources (images, sounds, etc.) are available. | Create a **RecycleBin** object with a specific **bin\_type**, **image**, **x**, and **y** | bin\_type: "paper", image: a pygame.Surface with dimensions (150, 280), x: 6, y: 480 | The created **RecycleBin** object should have the correct **bin\_type**, **image**, and position for its **rect** object (x: 6, y: 480) |