TEST CASES:

The pause screen and the live system are two essential components of a recycling game, and their proper operation is ensured by these test cases. The live system adds a new challenge by taking lives away for incorrect or missed item placements, while the pause screen allows the user to take a break during gameplay. These test cases' main goal is to confirm that these features perform as anticipated and improve the game's overall user experience. These test cases try to find and fix any potential problems that might appear when playing by using specific circumstances and expected outcomes.

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| Test Case ID | Test Scenario and Objective | Precondition (if any) | Test Steps | Input Data (if any) | Expected Result |
| Testing\_01 | Verify that the pause screen pops up when the user clicks on the pause button, and the game is paused until the user clicks on resume/restart button | The recycle rush game is launched and running | 1. Clicks on the pause button during the game 2. Observe that the game is paused and pause screen is displayed 3. Click on the resume button 4. Observe that the game resumes and the pause screen disappears. | No data | 1. The game should pause when the user clicks on pause 2. The pause screen is displayed with option to resume, restart and quit is also displayed 3. The game should resume when the user clicks on the resume button 4. The game should continue from where it was paused |

Test Case1: Pause Functionality:

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| Test Case ID | Test Scenario and Objective | Precondition (if any) | Test Steps | Input Data (if any) | Expected Result |
| Testing\_02 | Verify that the lives functionality works as intended, deducting one life when the user places an item in the wrong bin or misses an item. Verify also there are three lives icon on the screen. | The game (recycle rush) is launched and running and the user has three lives | 1. Observe that the user has three lives to begin with. 2. Place an item in the wrong bin or miss an item 3. Observe one life is deducted 4. Repeat 2 and 3 until lives equal zero 5. Game Ends at zero lives | No data | 1. The user runs the game with three lives 2. One life should be deducted when the user misses an item or places an item in wrong bin 3. The game should end if no lives remain 4. The game should display a game over screen with option to restart or quit |

Test Case2: Lives Functionality