STEP 10: INTEGRATION TESTING

Test case ID	Description	Input	Expected Result	Actual Result	Pass/ Fail	Remarks
1	Verify player only able to go up and down	Keyboard Input: W & S button	not able to go left right	not able to go left right	pass	Nill
2	Object only moving on x axis	NILL	Object move to left	Object move to left	pass	Nill
3	Object destroy when out of camera view	NILL	Object destroyed outside of camera view	Object did not destroy outside of camera view	Fail	The code given was in the wrong axis, the code got fixed.

STEP 10: INTEGRATION TESTING

Test case ID	Description	Input	Expected Result	Actual Result	Pass/ Fail	Remarks
4	Red prefab object can spawn	NILL	Red prefab object is spawn	Red prefab object is spawn	pass	Nill
5	Red prefab object can spawn	NILL	Red prefab object is spawn	Red prefab object is spawn	pass	Nill
6	Red prefab object can spawn	NILL	Red prefab object is spawn	Red prefab object is spawn	pass	Nill

STEP 10: INTEGRATION TESTING

Test case ID	Description	Input	Expected Result	Actual Result	Pass/ Fail	Remarks
7	Verify score add when is out of camera view	Nill	Score added when out of View	Score added when out of View	pass	Nill
8	Verify Obstacle hit player and sent to another scene	Nill	Game scene to Game Over Scene	Game scene to Game Over Scene	pass	Nill
9	Verify Button to change scene back into the game	Mouse /left click	Game Over scene to Game scene	Game Over scene to Game scene	pass	Nill
10	Verify Score text being able to keep track of the score	Nill	Score text will show score and change when gain 1 point	Score text will show score and change when gain 1 point	pass	Nill

SCREENSHOT