

Trash Dash

Test Cases

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Test Environment: Unity Edit Mode

Unity Version: 2020.3.17f1

OS Version: Windows 10

Test Case ID: 1

Test Title: Tutorial Mode

Preconditions: Delete the “save.bin” file and start the game in Unity Editor Mode (file location at: C:/Users/Administrator/AppData/LocalLow/DefaultCompany/TrashDash/)

ID	Instructions	Test Step	Expected Result	Status
1-1	In Tutorial mode, the screen only has a Run button to interact with the player.	Try clicking on other areas	The game does not have any influence and reaction	Pass
1-2	In Tutorial mode, when the Run button is clicked, the tutorial begins.	Click on the Run button	The tutorial begins.	Pass
1-3	In Tutorial mode, when the triangle guide icon is on the Run button, click the triangle guide icon to start the game tutorial.	Click on the triangle guide icon when it is on the Run button.	The tutorial begins.	Fail
1-4	Observe the synchronization of the countdown with the cat character	Start tutorial without any inputs	The countdown is over, and the cat character starts to run without delay	Pass
1-5	During the countdown, the cat character cannot react to the player's movement input.	Within 5 seconds of the countdown, press the Left, Right, Up, and Down keys.	The cat character does not respond.	Pass
1-6	In tutorial mode, the pause button will pause the game.	Press pause button in tutorial mode	The game will pause	Fail
1-7	At the beginning of the game, the cat character encounters the trash can for the first time. The game is paused, an operation prompt is displayed, and the game is resumed after the player makes a correct input.	Press the Left, Right, Up, Down keys/Doing nothing	The game Pause. An operation prompt is displayed. The game is resumed after the player makes the correct input.	Pass
1-8	The player completes the tutorial task, and the task is displayed as completed.	Complete slide sideways, slide up and slide down tasks by pressing the Left, Right, Up, and Down keys.	Display the corresponding task completed	Pass

1-9	In tutorial mode, the cat character is damaged, and the HP will not be reduced.	Let the character hit trash cans, low fences and high fences.	The character does not reduce heart.	Pass
1-10	When completing all tasks, the tutorial mode will end.	Pass the three tasks.	After the task is completed, the task completion interface is displayed, and the player can return to the main interface.	Pass
1-11	In the interface showing congratulations on completing the task, force quit the game and enter the game again. The tutorial mode should no longer be displayed.	After completing all the tasks, when the interface of congratulations on completing the task is displayed, force quit the game and then enter the game again.	The game enters normal mode. The tutorial mode should no longer be displayed.	Fail
1-12	Force quit the game while the tutorial mode is in progress. Enter the game again to display the tutorial mode.	While the tutorial mode is running, exit the game and enter the game again.	The game enters tutorial mode.	Pass
1-13	Complete tutorial mode and enter normal mode. Exit the game and enter it again; the tutorial mode is no longer displayed, and enter the normal mode.	Pass the tutorial mode and enter the normal mode. Exit the game. Enter the game again.	The game enters normal mode.	Pass
1-14	When the game can enter the normal mode, delete the game save file, and enter the game again, the game shows the tutorial mode.	Pass the tutorial mode and enter the normal mode. Exit game. Delete the game save file. Enter the game again.	The game shows the tutorial mode.	Pass

Test Case ID: 2

Test Title: Normal Play Mode

ID	Instructions	Test Step	Expected Result	Status
2-1	In normal mode, when the Run button is clicked, the game begins.	Click on the Run button	The game begins.	Pass
2-2	Observe the synchronization of the	Start the game without any inputs	The countdown is over, and the cat character starts to run without delay	Pass

	countdown with the cat character			
2-3	During the countdown, the cat character cannot react to the player's movement input.	Within 5 seconds of the countdown, press the Left, Right, Up, and Down keys.	The cat character does not respond.	Pass
2-4	In normal mode, the pause button will pause the game.	Press pause button in normal mode	The game will pause	Pass
2-5	On the pause game interface, click the Resume button to resume the game.	Press the resume button in the pause panel.	The game resumes.	Pass
2-6	On the pause game interface, click the main menu button to back to main.	Press the main menu button in the pause panel.	The game jumps back to the main menu.	Pass
2-7	When the character is in the middle channel, press the Left button to move the character to the left.	Press the left button when the character is in the middle of the road.	The character moves to the left.	Pass
2-8	When the character is in the middle channel, press the Right button to move the character to the right.	Press the right button when the character is in the middle of the road.	The character moves to the right.	Pass
2-7	When the character is in the left channel, press the Left button, and the character does not move.	Press the left button when the character is on the left of the road.	The character does not move.	Pass
2-8	When the character is in the right channel, press the right button, and the character does not move.	Press the right button when the character is on the right of the road.	The character does not move.	Pass
2-9	When the player hits an obstacle, the player loses a heart and is briefly invincible.	Let the character hit any different types of obstacles. When the character is invincible, try to hit any obstacles.	The character loses a heart when it gets hurt. The character can not get any damage when it is in invincible mode.	Pass
2-10	The game ends when the player loses all hearts.	Try to get damaged and lose all the hearts of the character.	Show game over screen.	Pass
2-11	When the player continues to take no damage, the character runs faster and faster.	Ran more than 2000 meters without getting hurt.	The character runs faster and faster	Pass
2-12	While sliding, the character moves left and right.	Input down key. When the character is running slide animation, input the left or right key.	The character can move left and right when sliding.	Pass

2-13	While jumping, the character moves left and right.	Input the Up key when the character is running a jumping animation, and input the left or right key.	The character can move left and right when jumping.	Pass
2-14	When a character collides with a fishbone, the fishbone will be obtained.	Control the character to collide with the fish bones.	The character gets fish bones. Fishbones disappear. The number of fish bones displayed on the UI has increased.	Pass
2-15	When the player obtains the magnet item, the fish bones near the character will be automatically obtained.	Control the character to get magnets and avoid fish bones.	The fishbone flies to the character and gets the fishbone.	Pass
2-16	After the character obtains the star item, the player is invincible for a limited time.	Control the character to get a star and hit all types of obstacles.	The player cannot get any damage.	Pass
2-17	When a character collides with the Currency, the Currency will be obtained.	Control the character to collide with the Currency.	The character gets the Currency. The Currency disappears. The number of currencies displayed on the UI has increased.	Pass
2-18	When the player loses all hearts, the game ends. And prompt the player to consume props and resurrect the character.	Control the character until the character loses all hearts. And spend Currency to continue the game.	The character is resurrected, and the game continues. A character has only one heart.	Pass
2-19	When a player obtains a point doubling item, the player's points and running distance increase according to the base.	Control the character to get points doubling props.	The speed of gaining points and running distance increases according to the doubling base.	Pass
2-20	The growth base of the player's points grows with the increase in distance	Control the character to run 2000 meters	the points increase base is X3	Pass

Test Case ID: 3

Test Title: LeaderBoard

ID	Instructions	Test Step	Expected Result	Status
3-1	On the Main menu interface, click the LeaderBoard button to display the LeaderBoard Panel.	Click the LeaderBoard button	LeaderBoard panel pops up.	Pass

3-2	The leaderboard can hold up to 10 pieces of data.	Play the game more than ten times to earn different points.	LeaderBoard only saves up to 10 largest pieces of data.	Pass
3-3	Exit the game, and re-enter the game; the LeaderBoard data remains the same.	Exit the game and enter the game again. Compare the LeaderBoard.	The LeaderBoard keeps the same data.	Pass

Test Case ID: 4

Test Title: Store

ID	Instructions	Test Step	Expected Result	Status
4-1	On the Main menu interface, click the Store button to display the Store Panel.	Click the Store button	Store panel pops up.	Pass
4-2	On the Store interface, click on different tabs to display related item data.	Click the Items, Characters, Accessories and Themes tabs	The related item data changes.	Pass
4-3	Exit the game, and re-enter the game; the fish bones and currency data remain the same.	Exit the game and enter the game again.	The fish bones and Currency keep the same data.	Pass
4-4	When purchasing items, the amount of fish bones and Currency is reduced accordingly.	Purchased magnet props and "SAFETY" helmet	The fish bones and Currency are reduced by the corresponding amount.	Pass
4-5	When the buy currency button is clicked, the buy window pops up, and the content is displayed.	Click the "+" button on the store page	The currency purchase window pops out and displays the information of the purchased item.	Fail

Test Case ID: 5

Test Title: Missions

ID	Instructions	Test Step	Expected Result	Status
5-1	On the Main menu interface, click the Missions button to display the Missions Panel.	Click the Missions button	The missions panel pops up.	Pass
5-2	In the missions interface, each mission is different content.	Open the Missions window and observe the mission content.	The content of the four missions is different.	Pass
5-3	The mission data will change based on the playing data.	According to the content of the mission, finish the	The missions have changed based on played data.	Pass

		game in a targeted manner and observe the mission data.		
5-4	When clicking on the task's complete button, get the corresponding reward and generate a new task.	Click the "CLAIM REWARD" button	Get quest rewards and get new quests.	Pass

Test Case ID: 6

Test Title: Settings

ID	Instructions	Test Step	Expected Result	Status
6-1	On the Main menu interface, click the Settings button to display the Settings Panel.	Click the Settings button	The settings panel pops up.	Pass
6-2	In the settings interface, change the value of MASTER, MUSIC and SFX, and the corresponding volume will also change.	Change the values of MASTER, MUSIC and SFX	The corresponding volume changes.	Pass
6-3	Change the values of MASTER, MUSIC and SFX and quit the game. Re-enter the game, and these three values should be saved.	Change the values of MASTER, MUSIC and SFX. Exit the game. Open the game and observe the three values for the volume.	The three values remain the same as before exiting the game.	Pass
6-4	On the settings page, click the Delete Data button, and a confirmation popup will pop up. All fish bones and currency data are cleared when clicking the YES button.	Click the Delete data button on the setting page. Click the YES button in the confirmation window. Open the store page and observe the fish bones and currencies data.	The fish bones and currencies data become 0.	Pass

Test Case ID: 7

Test Title: Main Menu

ID	Instructions	Test Step	Expected Result	Status
7-1	When players hold items, themes and costumes, the home page will display the	Buy different props, costumes, themes and skins in the shop. Go back to the main	The main interface allows players to choose different skins, themes, props and costumes.	Pass

	corresponding replacement option buttons.	interface to observe the corresponding option button.		
7-2	When players choose different themes, skins, props and costumes and enter the game, the role also changes with the player's settings in the game running interface.	Set the RUBBISH RACCOON role. Set PARTY HAT. Set STAR item and NIGHTTIME theme. Start game.	In the game running interface, the character is RUBBISH RACCOON; with PARTY HAT, you can use STAR item, and the theme of the game scene is NIGHTTIME.	Pass

Test Case ID: 8

Test Title: Debug Mode

ID	Instructions	Test Step	Expected Result	Status
8-1	Each time the Store title is clicked, the fishbones and Currency data will be incremented in the store window.	Click the Store title once	Get 1000000 fish bones and 1000 currencies.	Pass