

Gameplay Test Cases

Test Case: Player Movement

Test	Expected Behaviour	Fulfilled	Misc Notes
No input	Player should remain in the middle of the screen and continue forward, only stopping for obstacles.		
Press Left input once (short)	Player should move left one lane in game.		
Press Left input (hold)	Player should move to the left one lane, taking no further movements.		
Press Right input once (short)	Player should move to the right one lane.		
Press Right input (hold)	Player should move to the right one lane, taking no further movements.		
Press 'Jump' input once (short)	Player should jump in to the air once.		
Press 'Jump' input (hold)	Player should jump in to the air once.		
Press 'Slide' input once (short)	Player should slide across the floor once.		
Press 'Slide' input (hold)	Player should slide across the floor once.		

Test Case: Player Interactions with Obstacles

Test	Expected Behaviour	Fulfilled	Misc Notes
Player runs in to fish	Player collects the fish, increasing the counter (top right) by 1.		
Player slides in to the fish	Player collects the fish, increasing the counter (top right) by 1.		
Player jumps over the fish	The fish is not collected, the counter does not increase.		
Player runs in to 'Power Up'	Player collects the power up based on the item icon.		
Player slides in to 'Power Up'	Player collects the power up based on the item icon.		
Player jumps over 'Power Up'	The power up is not collected, nothing is gained for the player.		
Player runs in to, jumps over or slides in to green trash bin	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking. Trash bin broken animation plays.		

Player runs in to, jumps over or slides in to grey trash bin	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking. Trash bin broken animation plays.		
Player runs in to or jumps over the red and white barrier with X.	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking.		
Player slides in to the red and white barrier with X	Player slides under the barrier, avoiding the loss of a life and continuing forward.		Ensure timing.
Player runs or slides in to the blue and white barrier	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking.		
Player jumps over the blue and white barrier	Player jumps over the barrier and continues forward.		Ensure timing.
Player runs in to, jumps over or slides in to red and white 'double barrier'	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking.		
Player runs or slides in to rat	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking. Rat death animation plays.		
Player jumps over rat	Player avoids rat, continuing forward. Rat continues running back and forth.		
Player runs or slides in to orange cone	Player movement is halted, injured animation plays and a heart is taken away at the top. Invulnerability is granted to the player upon their continuation for a short duration, indicated by avatar blinking.		
Player jumps over orange cone	Player movement is not impeded by cone and continues forward.		
Player runs in to dangerous obstacle while 'invulnerable' from injured state	Player runs through obstacle with no animation of the object being injured. Player retains the life they would have lost if not invulnerable.		
Player runs in to fish while 'invulnerable' from injured state	Player collects the fish, adding it to the counter on the top right.		

Player runs in to 'Power Up' while 'invulnerable' from injured state	Player collects the power up, adding it to their visible buffs and continues onward.		
Player collides with dangerous obstacle while having one heart	Player movement is halted, playing the death animation. Score is tallied, and the player is given a Game Over screen, prompting a choice between another chance and 'Game Over', returning to menu.		

Test Case: Power Ups

Test	Expected Behaviour	Fulfilled	Misc Notes
Player runs in to fish with Magnet Power Up	Player collects the fish and adds them to their counter at the top right.		
Player runs past the fish with Magnet Power Up	Fish move towards player, collecting them and adding them to the counter at the top right.		
Player runs in to fish with Invincible Power Up	Player collects the fish and adds them to their counter at the top right.		
Player runs in to dangerous obstacle with Invincible Power Up	Player runs through obstacle as if it did not exist, not taking away any lives nor playing any animation for the player or obstacle.		
Player runs in to 2x multiplier power up	Score multiplier is multiplied by 2 immediately, increasing the amount of points they accrue.		
Player runs in to a heart power up	A heart is added to the player's health bar, increasing their heart count by 1.		
Player runs in to a heart power up while at full HP	No hearts are added as the player is already at the maximum, and the power up is discarded.		