

Trash dash test Cases:

Description	Test steps	Expected results	Actual results	Status
Test player collisions with objects while running	1.Click the run button 2. Get in the path of an obstacle	Player hits objects and takes damage	Player hits objects and takes damage	pass
Test player collisions with objects while jumping	1.Click the run button 2. Get in the path of an obstacle 3.jump into the obstacle	Player hits objects and takes damage	Player hits objects and takes damage	pass
Test player collisions with objects while sliding	1.Click the run button 2. Get in the path of an obstacle 3. Slide into the obstacle	Player hits objects and takes damage	Player hits objects and takes damage	pass
Test player collisions with objects while jumping over jump obstacle	1.Click the run button 2. Get in the path of an jump obstacle 3. Jump over the obstacle	Player passes the object	Player passes the object	pass
Test player collisions with objects while sliding under sliding obstacle	1.Click the run button 2. Get in the path of an slide obstacle 3. Slide under the obstacle	Player passes the object	Player passes the object	pass
Test player collisions with fish bones	1.Run into fish bones 2. Check main menu shop if total changed	Players fish bones total increases	Players fish bones total increases	pass
Test player death (health = 0)	Run into obstacles until health hits 0	Game over screen appears	Game over screen appears	pass