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| --- | --- | --- | --- | --- |
| input | Expected output | Actual output | Result(pass/fail) | description |
| ballShouldMoveWithNoneZeroSpeed() | Ball stands still when no force is applied | Ball stands still | Pass | At this stage it is important that Ball is printed correctly and does not do anything on its own |
| ballShouldNotMoveWithZeroSpeed() | Ball does not stands still when force is applied | Ball moves | Pass | We wanted to give Ball initial physics and check that it is possible to interact with it |
| ballShouldMoveOnlyX() | Ball moves only in X axis | Ball moves only in X axis | Pass | We needed to make sure that we can give the ball correct directions |
| ballShouldMoveOnlyY() | Ball moves only in Y axis | Ball moves only in Y axis | Pass | We needed to make sure that we can give the ball correct directions |

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| --- | --- | --- | --- | --- |
| input | Expected output | Actual output | Result(pass/fail) | description |
| playerEnergyShouldStay  TheSameIfUPandThenDown() | Energy does not change | Energy does not change | Pass | It is important to make sure that there is no constant energy drain |
| ballShouldMoveWithNone  ZeroSpeedAfterKick() | Ball does not stands still when force is applied | Ball moves | Pass | Making sure that player can interact with ball |
| playerShouldComeBackWhere  HeWasAfterTurning180degrees() | Player turns | Player turns | Pass | In our version of the game we wanted to make players turn and face important directions |
| playerShouldNotMoveWithZeroSpeed() | Player is able to move | Player is able to move | Pass | Player needs to be able to move to make the game work |