

Test ID	Description	Test Step	Expected Result	Status
001	Player should be able to strafe, jump and slide	Input individually each of the four arrow keys	Player should strafe left or right on corresponding left or right press, jump and subsequently land on up press, slide and then resume running on down press	Pass/Fail
002	Player should be able to complete the tutorial without dying	During the tutorial phase, collide with objects before completing the assigned tasks	Player should receive no damage regardless of the number of collisions during the initial game tutorial	Pass/Fail
003	Player should be able to jump over low obstacles	When approaching a low-lying obstacle, press jump/up arrow to carry the player over the obstacle	Player model should hop over the obstacle in front of them and take no damage. If the obstacle is taller than the player, damage should still occur naturally	Pass/Fail
004	Player should be able to slide under tall obstacles given space to do so	When approaching tall obstacles, press slide/down arrow to duck under the obstacle	Player model should perform a slide animation to carry them under the obstacle taking no damage. If the obstacle has a barricade beneath it, damage should occur naturally	Pass/Fail
005	Player should take damage on collision with an obstacle	When traversing the map, collide with an incoming obstacle	If the player hits an obstacle on the map, player should immediately lose 1 health, slow down in running speed, and shortly enter an invincibility state for 3 seconds	Pass/Fail
006	Player colliding with collectibles should increase the player's score	When traversing the map, collect as many fishbone objects as possible	Player colliding with fishbone collectibles or powerups should not cause any damage to the player and increment the player's visible score	Pass/Fail
007	Game should prompt a game over if player has no more lives	Collide with obstacles until the heart count at the top of the screen has been depleted	Player should be prompted with a "Continue?" option which resumes play, or a game over which ceases all gameplay and returns you to the Main Menu	Pass/Fail