100.0%

Total: 3　■ 0　■ 0　■ 3　■ 0

Test Run Code Venture					
Total Test Cases	**Passed**	**Failed**	**Blocked**	**Not tested**	**Reported to issue tracker**
3	3, 100.0%	0, 0.0%	0, 0.0%	0, 0.0%	0.0%

Test Cases					
ID	**Title**	**Category**	**Status**	**Comment**	**Link to Issue**
CDV-3	Physics	Gameplay	passed	Pressing a movement key moves you and stops when you stop pressing the key. Jumping makes you go up and then down.	
CDV-2	Controls	Gameplay	passed	Pressing W moves you forward, A to the left, S backwards and D right, pressing 2 at a time should move them in a diagonal way. Pressing shift + movement keys should make you faster in every direction. Pressing space should make you jump.	
CDV-1	Visuals	Graphics	passed	There are shadows based on every object. Platforms are clearly visible. Player / Cube is clearly visible.	