|  |  |
| --- | --- |
| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_01 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Player Movement | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check for player movement | **Test Execution date:** <Date> |
| **Description:** Test the character movement |  |
|  |  |
|  |  |
| **Pre-conditions: Game must launch, and character be visible** | |
| **Dependencies:** | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | I press the D Key |  | Character moves Right | Character moves Right | Pass |  |
| 2 | I press the A Key |  | Character moves Left | Character moves Left | Pass |  |
| 3 | I press the Right Key |  | Character moves Right | Character moves Right | Pass |  |
| 4 | I press the Left Key |  | Character moves Left | Character moves Left | Pass |  |
| 5 | I turn the thumb stick to the left |  | Character moves Left | Character moves Left | Pass |  |
| 6 | I turn the thumb stick to the right |  | Character moves Right | Character moves Right | Pass |  |
| 7 | I press the left gamepad arrow |  | Character moves Left | Nothing Happen | Fail |  |
| 8 | I press the right gamepad arrow |  | Character moves Right | Nothing Happen | Fail |  |