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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_02 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Player Jumps | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if the player jumps | **Test Execution date:** <Date> |
| **Description:** Test if character jumps |  |
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| **Pre-conditions: Game must launch, player must be visible.** | |
| **Dependencies:** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | I press the Space Key |  | Character moves Up | Character Jumps up | Pass | The character animation changes to the wrong one when jumping |
| 2 | I press the Space Key + A |  | Character should move up and left at the same time | Character moves up and left at the same time | Pass |  |
| 3 | I press the Space Key + D |  | Character should move up and right at the same time | Character moves up and right at the same time | Pass |  |
| 4 | I press the A button in the gamepad |  | Character moves Up | Nothing Happen | Fail |  |
| 5 | Jumping on the box |  | Character moves Up | Nothing Happen | Fail |  |

**Post-conditions:**

The character should go up in the Y-Axis and drop down using gravity.