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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_05 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Player receives damage | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if the player loses health points | **Test Execution date:** <Date> |
| **Description:** Test if the player loses health |  |
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| **Pre-conditions: Player and enemy must be present in the game** | |
| **Dependencies: Enemy** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
|  |  |  |  |  |  |  |
| 1 | Player collides with an enemy |  | Player should lose health | Player loses health but doesn't collide | fail |  |
| 2 | Player collides with an enemy |  | Player should send back a certain distance from the enemy | Player loses health but does not recoil from contact | fail |  |
| 3 | Player collides with an enemy with low health points |  | Player should die | Player dies | pass |  |

**Post-conditions:**

Player is dead, or the health points of the player are lower than before.   
 If the player is still alive the enemy charges into him until the player or the enemy dies.