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| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_07 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Player collides with the obstacles | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if the player collides with every obstacle | **Test Execution date:** <Date> |
| **Description:** Test if the player does not go through obstacles |  |
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| **Pre-conditions: Player, enemy, and gun be present in the game** | |
| **Dependencies: Player, enemy, gun** | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 3 | Player collides with the ground |  | Player should not be able to go through the ground. Collision with the negative Y-Axis. |  | pass |  |
| 4 | Player collides with the left side of an obstacle |  | Player should not be able to go through the obstacle. Collision with the negative X-Axis. |  | pass | Cannot see where I'm going inside the cave due to texture failure |
| 5 | Player collides with the right side of an obstacles |  | Player should not be able to go through the obstacle. Collision with the positive X-Axis. |  | pass | Cannot see where I'm going inside the cave due to texture failure |
| 6 | Player collides with the bottom side of an obstacle |  | Player should be able to go through the obstacle. Collision with the positive Y-Axis should not happen. |  | pass | Cannot see where I'm going inside the cave due to texture failure |
| 7 | Player collides with the left side and with the top side of an obstacle at the same time |  | Player should not be able to go through the obstacle. Collision with negative X-Axis and with the negative Y-Axis. |  | pass | Boxes are invisible |
| 8 | Player collides with the right side and with the top side of and obstacle at the same time |  | Player should not be able to go through the obstacle. Collision with positive X-Axis and with the negative Y-Axis. |  | pass |  |
| 9 | Player trigger with a pick-up from the left side |  |  |  | Fail | Not explicit that we have to press the E key to pick up the pick up |
| 10 | Player trigger with a pick-up from the right side |  |  |  | Fail | Not explicit that we have to press the E key to pick up the pick up |
| 11 | Player trigger with a pick-up from the top side |  |  |  | Fail | Not explicit that we have to press the E key to pick up the pick up |
| 12 | Player shoots the pick-up |  | Nothing Happens | Nothing Happens | Pass |  |
| 13 | Player shoots the wall |  | Nothing Happens | Nothing Happens | Pass |  |
| 14 | Enemy collides with the ground |  | Enemy Collides with the ground | Enemy Collides | Pass |  |
| 22 | Enemy collides with a pick-up from the top side |  | Nothing Should Happens | Nothing happens | Pass | Enemy can fall from a platform to another one and fall in a pick-up |
| 23 | Boxes Should have gravity |  | When you destroy a box bellow the other box the top box should fall | Nothing happens | Fail |  |

**Post-conditions:**

If all the above conditions are met the collision with objects should be fine.

