|  |  |
| --- | --- |
| **Project Name: Flavio Fiori** | |
| **Test Case Template** | |
| **Test Case ID:** GameTest\_09 | **Test Designed by:** <Flavio Fiori > |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** <28/02/2018 > |
| **Module Name:** Background and objects are visible | **Test Executed by:** <Flavio Fiori> |
| **Test Title:** Check if environment is working | **Test Execution date:** <Date> |
| **Description:** Test if environment loads correctly |  |
|  |  |
|  |  |
| **Pre-conditions:** | |
| **Dependencies:** | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | Check if the boxes load |  | Boxes load on the map | The texture of the boxes does not load | Fail |  |
| 2 | Check if the bullets are visible everywhere |  | When shooting the bullets should always to be visible | The bullets are not visible when a background is present | Fail |  |
| 3 | Check if the jetpack is visible |  | Jetpack should be visible | The jetpack is not always visible | Fail |  |

**Post-conditions:**