<https://github.com/Kiryusz/GIT_PA10.git>

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| --- | --- | --- | --- | --- | --- | --- |
| Test Case ID | Description | Input | Expected Result | Actual Result | Pass/Fail | Remarks |
| 1 | Player press Enter to start game | Keyboard | Game should start | Game starts | pass |  |
| 2 | Player presses space to jump | Keyboard | Duck should jump | Duck jumps | pass |  |
| 3 | Player avoids Obstacles | Collision | Score should go up | Score increases | pass |  |
| 4 | Player collides with obstacles | Collision | It should load lose screen | Loads lose screen | pass |  |
| 5 | Player clicks on restart button | Mouse Input | The game should restart | It restarts | pass |  |
| 6 | When game starts there will be no movements | UI | UI should appear to player | Ui appear to player | pass |  |
| 7 | Obstacle spawn | Ai | Obstacles will start randomly spawning once game starts | Obstacles start randomly spawning | pass |  |
| 8 | Animation for duck | Animation | When space bar is pressed, duck will play flapping animation | Duck plays flapping animation | pass |  |
| 9 | Duck falling | Rigid body | When game starts, duck should start falling when space bar is not pressed | Duck starts falling | pass |  |
| 10 | Players can’t get out of camera view | Position | Players won’t be able to get out of camera view | Players can’t go above or below camera view | pass |  |