<https://github.com/Kiryusz/06_Wei-Xiang_Lab5.git>

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| **Test Case ID** | **Description** | **Input** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | Testing if Game Lose condition works | Keyboard | Player will lose if they touch the blocks | Player loses when they touch the blocks | Pass |  |
| 2 | Testing if score condition works | Keyboard | Player will score if they pass the blocks | Player scores when the touch the blocks | Pass |  |
| 3 | Testing if spawner works | Nil | Blocks will be spawned when game starts | Blocks spawns when game starts | Pass |  |
| 4 | Testing if Restart button works | Mouse | Player can restart the game by pressing the restart button | Player is able to restart the game | Pass |  |
| 5 | Testing if objects despawn when it is out of the screen | Nil | Objects will despawn when it is out of the screen | Objects will despawn when it is out of the screen | Pass |  |
| 6 | Testing if player can move out of screen | Nil | Player should not be able to move out of the screen | Player is not able to move out of the screen | Pass |  |
| 7 | Testing if random spawner works | Nil | Random blocks should be spawning | Random blocks spawns | Pass |  |
| 8 | Testing if player can move | Keyboard | Player should be able to move | Player is able to move | Pass |  |
| 9 | Testing if blocks are moving | Nil | Blocks should move to the left | Blocks moves to the left | Pass |  |
| 10 | Testing if game win condition exists | Nil | Player should be able to win after some point | There is no win condition | Fail |  |