

Test Case 1 – Heart UI Functionality

Preconditions: Have the provided code for Unity Challenge implemented as specified in “SETUP INSTRUCTIONS.md” in the Trash Dash repo

Steps:

1. Launch Unity
2. Open the “Main.unity” scene
3. Play the scene
4. Press “Run” on the game’s menu
5. Collide into an obstacle

Expected Results:

1. You should see 5 hearts when the game starts
 2. On colliding with an object one heart should turn black
 3. On using up all lives the game over screen is shown
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Test Case 2 – Mission UI Functionality

Preconditions: Have the provided code for Unity Challenge implemented as specified in “SETUP INSTRUCTIONS.md” in the Trash Dash repo

Steps:

1. Launch Unity
2. Open the “Main.unity” scene
3. Play the scene
4. Click on the “Missions” button

Expected Results:

1. You should see 4 missions
2. It should track all 4 missions
3. Completing a mission will allow you to claim a reward
4. Completed mission will be replaced by a new mission