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| **Test No** | **Test Data** | **Expected result** | **Actual result** | **comments** |
| 1 | Run code to see if home page is displayed | Main home page for game should show | “DISPLAY homepage” | The code will allow the home page of the game to be visible. |
| 2 | Does how to play page work | If user clicks on how to play, then instruction page should be shown | IF how to play is clicked:  DISPLAY how to play screen | An if statement is used, this allows the main menu page to switch to the games how to play page. |
| 3 | Can user exit the game | If user clicks exit, game shall close | IF user clicks exit THEN  run exit.exe | If statement is used to check if user selects exit button. Command run exit.exe will close the application |
| 4 | Is level displayed | Game screen should appear | DISPLAY Level\_1 | Code allows the game to show the first level |
| 5 | Set variables | 3 variables should be set and displayed | LIVES = 3  TIMER = 60  SCORE = 0 | Variables are declared and assigned int vales |
| 6 | Do controls work | When user presses on controls, character will move | IF event.key[pygame.K\_s] OR IF event.key[pygame.K\_DOWN] THEN  char\_y = - 10 | Example code shows when player presses the s key or down arrow then character y value is decreased by 10 showing that the character will move down |
| 7 | Does timer work | Timer should count down from 60 | Import time  Def countdown (time\_secs)  Countdown (60) | Code imports timer dictionary and uses functions to set a timer |
| 8 | Are lives deducted from game | The characters' lives should be lost if timer end or contact is made with enemy or traps | IF user touches spikes OR IF entity touches user, THEN  LIVES = LIVES - 1 | One of the examples shows if user touches spike or an entity then the live will be deducted by 1. |
| 9 | Is score added to the game | Score should increase if character catches diamonds | IF user touches diamonds, THEN  Score = score + 100 | Code displays that if user contacts diamonds, then the variable score will be increased by 100 |
| 10 | Does game go to next levels | When the user enters the door, the game should access the next level | IF user enters door 1 THEN  DISPLAY level\_2  ELIF user enters door 2 THEN  DISPLAY level\_3 | If statement and elif are used to elaborate how the game will display the next level if the user enters the doorway. |
| 11 | Does game have you win message | Game should say you win and show your score | OUTPUT “YOU WIN”  DISPLAY SCORE | Variable score is shown at the end and text saying you win is also displayed. |