TEST REPORT

| Type Of Test | Test | Initial Conditions | Test Inputs | Actual Result | Passed? |
| --- | --- | --- | --- | --- | --- |
| SCREEN TEST | The play button is pressed | The game is in the title screen menu | Left mouse button pressed on the play button | The game starts to run and displays the game with the character, tracks, hit counter, and countdown | YES |
| SCREEN TEST | The instructions button is pressed | The game is in the title screen menu | Left mouse button pressed on the instruction button | Display switches to the instructions of the game | YES |
| CHARACTER TEST | Functioning of Character | The game is running and is not in the planning phase or in menu | Hold the left arrow key or hold the right arrow key | The character moves left and right on the screen | YES |
| CHARACTER TEST | Character can’t move out of the left and right edges of the screen | The game is running and is not in the planning phase or in menu | 1. Hold the left arrow key  2. Hold the right arrow key | The character is stuck on the screen's left edge and right edge (can still move the other way) | YES |
| CHARACTER TEST | The character loses health when hit by a train | The game is running and is not in the planning phase, and a train is on the same tracks as the character and in the same position as the character | Hold the left arrow key or hold the right arrow key until the character moves into a train | The hit counter increments | YES |
| CHARACTER TEST | The character is not able to jump onto a track since a hostile hobo is on it | The game is running and is not in the planning phase, and a hostile group of hobos spawns on a track | Hold the left arrow key or hold the right arrow key until the character moves into the hobo | The character stops and can not walk into the hobos or the track the hobos are on. | YES |
| AIRPLANE TEST | Functioning of Airplanes | The game is in the planning phase | The left mouse button is pressed on the airplane | The counter of information is incremented, and the airplane that is clicked disappears | YES |