

Test Case 1	Description	Prerequisites	Test steps	Expected results	Actual results
1	Player collects a falling apple	Game is running	1. Start game 2. Move player into a falling apple	Apple disappears, yum sound plays, missed counter does not increase	Falling apples only
2	Player touches an apple after it fell	Apple has already reached the ground	1. Let apple fall 2. Move player over apple	Apple stays, sound does not play, missed counter is correct	Ground apples ignored
3		Game is running	1. Let apple fall without touching	Missed counter increases by 1, apple stops moving	Each missed apple counted once
4	Apples fall in random order	Game is running	1. Start game multiple times 1. Move player to left edge 2. Move player to right edge	Apple fall order changes each game	Shuffle is random
5	Player hits screen boundary	Game is running		Player does not leave screen	Player movement blocked
6	Level completion triggers correctly	All apples dropped	1. Collect or miss all apples	Level completes If missed ≤5, "You Won!" If missed >5, "You Failed!"	Message appears once
	Apples spawn near trees				Check x and y ranges
7		Game is running	1. Start game	Apples appear near trees Shrubs cover background evenly, not off-screen	
		Game is running			
8	Shrubs are evenly spread		1. Start game		Decorative only