

Test Scenario	Test Cases
Gameplay Logic	Player life is initialized at max life
	Player life, currency Ui updating
	Player Ui update timing
	Player collisions performing as intended
	Player takes damage from obstacles, game over on death
	New game re-initializes player properly
	Pickups pick-uppable and working as intended
	Boosts / Invulnerability working as intended
	Currency transactions working as intended
	Player data saving between sessions
	General performace & optimization
	Player cosmetics / settings working as intended
	Alternate input - keyboard WASD, controller, remote, etc
	Check sound for movement, damage, powerup, purchase
	Material animation on take damage, invulnerability etc
	Obstacles are humanly passable, no impossible obstructions
	Points pickups don't spawn on top of or intersecting obstacles