TEST CASE ID	TEST SCENARIO	PRE-REQUISITE	TEST STEPS	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
MOVEH	Tests the movement of the player character horizontally	Game must be running	When the game loads, press run to begin. On test device (if PC) move using left/right arrow keys.	When the left/right arrow key is pressed player character should be in left/right lane respectively.	As expected	PASS
MOVEV	Tests the movement of the player character vertically	Game must be running	When the game loads, press run to begin. On test device (if PC) move using up/down arrow keys.	When the up/down arrow key is pressed, player should jump/slide on ground respectively.	As expected	PASS
TUTW	Tests whether the tutorial always loads for first time players	Empty save for game either by moving current save file to another directory or deleting data in game,	When the game loads, press run to begin. Check whether tutorial prompts appear to instruct first time movements..	On run, the game should explain the process for how to move side to side by telling user to swipe the screen.	As Expected	PASS
MISCNT	Tests whether the number of active missions is 4.	Must be in menu screen while game is running	When the game loads, press on the "Missions" button and scroll to see if there are 4 or more/less missions.	Missions list should contain exactly 4 missions	As expected	PASS
HRTCNT	Tests whether the number of hearts that appear in game are 5	Game must be running	When game loads, press run to begin and count the hearts that appear on screen.	The number of hearts on the top of the screen should be exactly 5	The number of hearts on screen is 3	FAIL

HRTBH	Tests whether the behavior of the UI heart elements during gameplay work properly.	Game must be running	When game loads, press run to begin and intentionally run into obstacles to lose a heart.	With each hit, the number of hearts should decrease	For the first hit, all hearts stay on screen, for hits 2-4 all hearts disappear, hit 5 has no hearts on screen to indicate you have a life left.	FAIL
PAUSEW	Tests whether the pause button works in game to stop and resume action	Game must be running	When game loads, press run to get into gameplay, press pause button and wait a few seconds, then press resume.	On pressing pause, gameplay should stop at the exact moment, on resume gameplay must start from the same stopped state.	As expected	PASS
LBRD	Tests whether the leaderboard registers any scores	Game must be running,	When game loads, press run to get into gameplay, let the game run to accumulate any score and then let the player character terminate to end run. When the game over screen appears, check if score appears under game over text then press on the leaderboards button to see if	After the run is over and the game over screen appears, the score displayed on the screen should be the same as the one on the leaderboards	As expected	PASS

			the same score appears there.			
LBRDSRT	Tests if the scores on the leaderboard are in order of highest to lowest	Game must be running, must be at least 3 scores on the leaderboard	When the game loads, press the Leaderboards button, determine whether all scores are properly sorted	On leaderboard screen, the runs should be in proper order from the highest score in first, and lowest score in last	As expected	PASS
STNGS	Tests whether the settings save when closing and reopening the game	Game must be running	When the game loads, go into the settings screen, change one of the sliders to the lowest possible setting, exit the game. Start the game again, go into the settings to see if the settings saved.	After changing the settings, once the game is closed and opened again, the settings that were changed should stay changed to the same value.	As expected	PASS