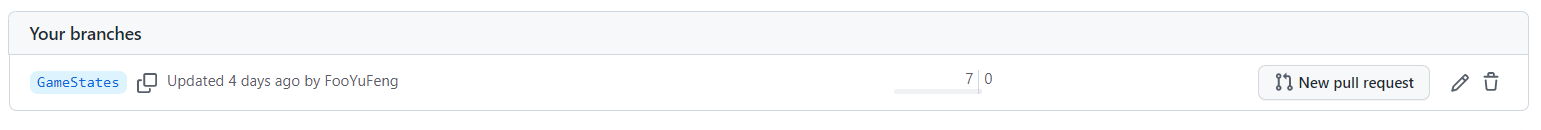
**Functions and Features (Rushaun)**

1. Developed the Player Character and the Lives System
2. Made the Scripts for the Player Character, including Player Movement and Jumping
3. Made the Button Scripts and Text for the Gamestates; GamePause, GameWin, GameLose, Gameplay, Instructions
4. Made the Goal GameObject and the Script
5. Checked for Collision with the Goal GameObject and Player
6. Made the UI Buttons for the Pause Menu

**User Acceptance Tests (Rushaun)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test Case ID | Description | Input | Expected Result | Actual Result | Status | Remark |
| 1 | Player moves to the left direction | While “A” key is push | Player moves to the left | Player moves to the left | Pass | N/A |
| 2 | Player moves to the right direction | While “D” key is push | Player moves to the right | Player moves to the right | Pass | N/A |
| 3 | Player jumps from the ground | While “W” key is push | Player goes up in air and comes back down | Player jumps in the air and comes back down | Pass | N/A |
| 4 | When the player dies | When health reaches 0 or below | Player will play the death animations and lose screen will appear after | Player’s death animation plays and the Lose Screen becomes visible | Pass | N/A |
| 5 | When the player got hit | When player took any health damage | Player was knockback and/or hurt | Player gets hurt and is knocked back | Pass | N/A |
| 6 | When player collect items | Player collider with trigger items | Player deletes the item | Player deletes the item | Pass | N/A |
| 7 | When all items are collected | Player collides with items | Goal will appear at the end of the level | Goal appears at the end of the level. | Pass | N/A |
| 8 | When the player reached to the goal | Player collides with the goal | Win menu will appear | Win menu appears | Pass | N/A |

**Branches and Merges (Rushaun)**



Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application

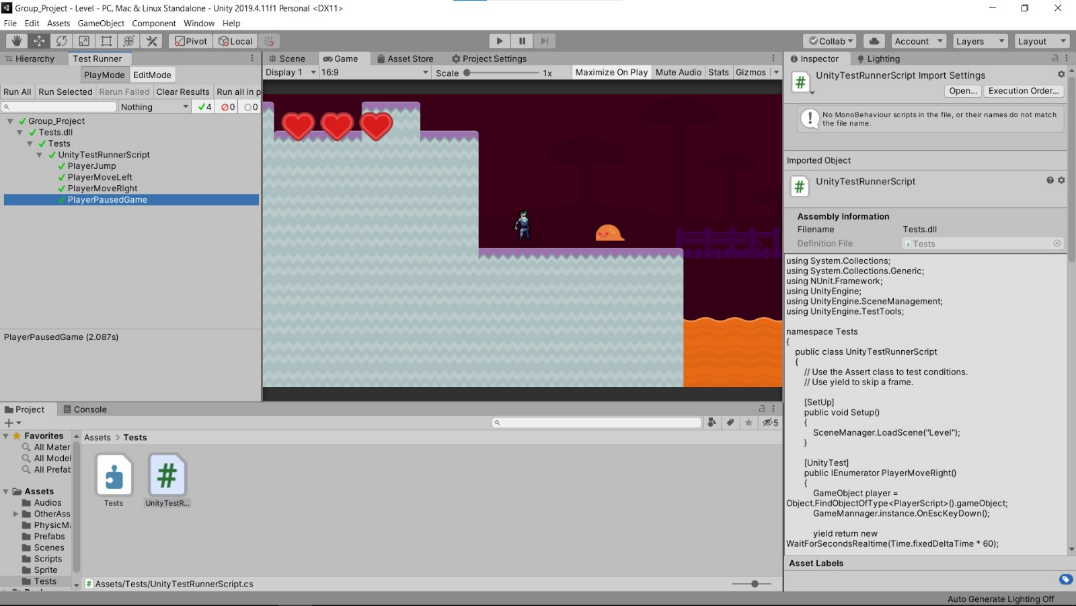
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Graphical user interface, text, application

Description automatically generated

**Unity Test Runner**

29\_Rushaun\_TestSuite

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