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| 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 | Nil |
| 2 | Player moves to the right direction | While “D” key is push | Player moves to the right | Player moves to the right | Pass | Nil |
| 3 | Player jumps from the ground | While “Space” key is push | Player goes up in air and comes back down | Player goes up in air and comes back down | Pass | Nil |
| 4 | When the player dies | When health reaches 0 or below | Player will play the death animations and lose screen will appear after | Player will play the death animations and lose screen will appear after | Pass | Nil |
| 5 | When the player got hit | When player took any health damage | Player was knockback and/or hurt | Player was knockback and/or hurt | Pass | Nil |
| 6 | When player collect items | Player collider with trigger items | Player deletes the item | Player deletes the item | Pass | Nil |
| 7 | When all items are collected | Player collides with items | Goal will appear at the end of the level | Goal will appear at the end of the level | Pass | Nil |
| 8 | When the player reached to the goal | Player collides with the goal | Win menu will appear | Win menu will appear | Pass | Nil |