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| **Test case 1** | |
| Expected behaviour | When D is pressed while gravity is ON, the player moves right |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 2** | |
| Expected behaviour | When A is pressed when gravity is ON, the player moves left |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 3** | |
| Expected behaviour | When SPACE is pressed while gravity is ON, the player will jump straight up |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 4** | |
| Expected behaviour | When either A, D or SPACE is pressed while gravity is OFF, the player will not move |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 5** | |
| Expected behaviour | When the player presses SPACE and A while gravity is ON, they will jump up and left |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 6** | |
| Expected behaviour | When the player presses SPACE and D while gravity is ON, they will jump up and right |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 7** | |
| Expected behaviour | When the player presses A and D, the character will not move |
| Actual behaviour | The player moves left when A and D are both pressed. |
| Comments / fixes | Fixed by adding another state for when A and D are both pressed. |

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| **Test case 8** | |
| Expected behaviour | When gravity switches OFF while the player is moving in ANY direction, their momentum will be fixed and they will keep moving in that direction. |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 9** | |
| Expected behaviour | When ESCAPE is pressed, the game will exit |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 10** | |
| Expected behaviour | When player presses SPACE several times quickly while gravity is ON, the player will jump straight up once |
| Actual behaviour | Working as intended. |
| Comments / fixes | No changes needed |

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| **Test case 11** | |
| Expected behaviour | When player presses A, D and SPACE while gravity is ON, they will jump straight up |
| Actual behaviour | The player jumps to the left when A, D and SPACE are all pressed. |
| Comments / fixes | Fixed by adding another state for when A and D are both pressed. |

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| **Test case 12** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 13** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 14** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 15** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 16** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |