User acceptance testing

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| Game Title | Teleport |
| Game Genre | Sidescroller |
| Game Play | Teleport on the enemy to kill them and reach the end goal |
| Levels | 3 |
| Game Win Condition | Reach the end goal |
| Game Lose Condition | Hp reaches 0 |

UAT Test Case

Tester Name: Darrel

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| No. | Test Description | Yes/No | Severity of defect | Summary of defect |
| 1 | Can player move left and right? | Yes | Nil | Nil |
| 2 | Can player Teleport? | Yes | Nil | Nil |
| 3 | Does score increase? | Yes | Nil | Nil |
| 4 | Does Hp decrease? | Yes | Nil | Nil |
| 5 | Player collide with bullet? | Yes | Nil | Nil |
| 6 | Player teleport to the enemy? | Yes | Nil | nil |
| 7 | Win scene? | No | High | No win scene |
| 8 | Lose scene? | Yes | Nil | Nil |
| 9 | Can restart? | No | High | Cant restart |
| 10 | Have particle effect? | Yes | Nil | Nil |