**Integration Test Cases**

Yong Jie, Asnawi

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| Test No. | Test | Description | Expected Results | Actual Results | Pass/Fail | Remarks |
| 1 | Can player move left? | Player move left? | Player move right | Player move right | Pass | Tutorial Level  Level 1  Level 2 |
| 2 | Can player move right? | Player move right? | Player move left | Player move left | Pass | Tutorial Level  Level 1  Level 2 |
| 3 | Can payer teleport? | Player teleport? | Player teleport | Player teleport | Pass | Tutorial Level  Level 1  Level 2 |
| 4 | Can the player kill enemies? | Player kill enemy? | Player kill enemy | Player kill enemy | Pass | Tutorial Level  Level 1  Level 2 |
| 5 | Can the player jumps? | Player jumps? | Player jumps | Player jumps | Pass | Tutorial Level  Level 1  Level 2 |
| 6 | Can the player win? | Player wins? | Player can win | Player can win | Fail | Level 2 to  Win scene |
| 7 | Can the player lose? | Player lose? | Player lose when 0 health | Player cant lose when 0 health | Fail | Tutorial Level  Level 1  Level 2 |
| 8 | Can the game restart? | Game reset? | Restart game when health is 0 | Cannot Restart game when health is 0 | Fail | Tutorial Level  Level 1  Level 2 |
| 9 | Can the player still teleport without MP? | Teleport without MP? | Cannot teleport without MP | Cannot teleport without MP | Pass | Tutorial Level  Level 1  Level 2 |
| 10 | Add score when player kill enemy? | Player add score when kill enemy. | Score is added when enemy is killed | Score is added when enemy is killed | Fail | Tutorial Level  Level 1  Level 2 |