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| Test case : | Expected result : | Actual result : |
| Start of program : | Monkey speaks and ask user to choose the lvl. |  |
| End of program : | Monkey displays win or lose depending on the result. |  |
| Arrow movement : | The monkey moves forward/backward or turn right/left depending on the arrow. |  |
| Space bar : | If close enough to a rabbit or a fruit the monkey eats it.  Score increase. |  |
| Rabbit movement : | The rabbits move around at a different speed.  Depend on the lvl chose by the user. |  |
| Score : | If score reach 10 game ends.  Player won |  |
| Time : | If time reach 0 game ends.  Player lost. |  |