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| Test Case ID | Description | Input | Expected  Result | Actual  Result | Status  (Pass/Fail) | Remarks |
| 1 | User is able to understand the game play base on instruction provided. | nil | User is able to understand the game without help. | User is able to understand the game without help. | pass |  |
| 2 | Check on Gameplay  mechanisms on Game Scene  whether it is easy to use. | nil | Game mechanisms are easy to use | Game mechanisms are easy to use | pass |  |
| 3 | Check UI colour, font and character display and movement | nil | No changes in  colour, Font or  character are  required. | No changes in  colour, Font or  character are  required. | pass |  |
| 4 | Check for any graphical glitches  or freezing, hanging or crashing  errors have been identified. | nil | No error | No error | pass |  |
| 5 | User is able to adopt to the game ui | nil | User is able to play the game comfortably | User is able to play the game comfortably | pass |  |