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| **Testcase ID** | **Description** | **Input** | **Expected results** | **Actual results** | **Status (pass/fail)** | **remarks** |
| 1 | Opening up the instruction menu | Button | Instruction menu will be opened up | Instruction menu will be opened up | Pass | Nil |
| 2 | Movement of character | WASD | Character will moved | Character moved | Pass | Nil |
| 3 | Enemy follows player on game start | NIL | Enemy will follow the player throughout the map | Enemy followed player | Pass | Nil |
| 4 | Enemy stops moving when pause button is activated | ESC | Enemy freeze in its movement | Enemy froze in position | Pass | Nil |
| 5 | Pause menu is opened on clicking ESC button | ESC | Pause menu will be opened and game will be pause | Game paused and menu opened | Pass | Nil |
| 6 | Clock item destroyed on player touch and score updated | Nil | Clock item deleted and score updated | Clock item deleted and score added | Pass | NIL |
| 7 | Enemy touch player will move player to lose screen | Nil | Player will moved to lose screen when enemy touched | Player moved to lose screen when touched by enemy | Pass | Nil |
| 8 | Player moved to win screen on touching goal | Nil | Player moved to win screen | Player moved to win screen | Pass | Nil |