# Test cases

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| Code | Test name | Pre-conditions | Input data | Expected result |
| TG-01 | Snake move | The game is started |  | Every tick snake moves one cell forward |
| TG-02 | Snake crash 1 | Snake impacted to the obstacle |  | Game ended; points are shown |
| TG-03 | Snake control 1 | The game is started | “A” or “<” | Snake head turn left |
| TG-04 | Snake control 2 | The game is started | “D” or “>” | Snake head turn right |
| TG-05 | Snake eat | Enter the cell with fruit |  | Snake tails increase |
| TG-06 | Fruit have been eaten | Snake enters the cell with fruit |  | New fruit appears on free cell |
| TG-07 | Snake crash 2 | Snake impacted tis tails |  | Game ended; points are shown |
| TO-01 | Top Board | Choose board from menu |  | Overview of top players (avg points per game) |
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