ID	Objective	Action (Test Case)	Test Steps	Expected Result	Actual Result	Pass/Fail	Pass/Fail	Pass/Fail	Pass/Fail	Pass/Fail	Severity	% Pass	Comments
1	Check Game Menu Buttons	Mouse Click	Click on the mouse in 5 different positions on the screen	Mouse clicked detected only in some particular areas	Even if it works in some particluar areas it is detected even if your are having the sfml window in background	Pass	Pass	Fail	Fail	Pass	Major	60%	The mouse should be detected only when the game window is the current window
2	Image in the center of the screen	Run game in splash screen	Resize the SFML Window (new width & height) 5 times while the game runs	The image should appear in th middle of the screen vertically and horizontally too	The image appear where it should be	Pass	Pass	Pass	Pass	Pass	N/A	100%	The method that centralise the image works properly
3	Load the assets using a method	Run the game	Load 5 different types of assets such as png, jpg, etc.	The assets should loaded properly	The assets were loaded properly	Pass	Pass	Pass	Pass	Pass	N/A	100%	This method should be added into a header so it could be easily imported in other projects
4	Check car left/right turn	Run game in game screen	Press the left and right keys while driving	Car should turn either right either left	Car turns in the direction pointed by the user, but if the speed is 0 it doesn't move	Pass	Pass	Fail	Pass	Fail	Low	60%	Overall the turn method works, but if the speed is null it is logical that the car shouldn't be able to turn
5	Check car can accelerate/deaccelerate	Run game in game screen	Press the top and down arrow keys	The cars speed should increase or decrease	Depending on the key pressed the car speed increases or decreases	Pass	Pass	Pass	Pass	Pass	N/A	100%	The car speed increases only to the max speed and decreases only to the max speed/2
6	Check speed car when it is out of the track	Run game in game screen	Try to drive at different speed outside the track	The car speed should decrease	The car speed decreases when driving forward, but when driving backwards the cars speed decreases constantly	Pass	Fail	Fail	Fail	Pass	Major	40%	When driving backwards outside of the track the car speed should decrease to 0
7													
8													
9													
10													
11													
12													
13													
14													
15													
16													
17													
1	Check Game Menu Buttons	Mouse Click	Click on the mouse in 5 different positions on the screen	Mouse clicked detected only in some particular areas	Even if it works in some particluar areas it is detected even if your are having the sfml window in background								
18	Image in the center of the screen	Run game in splash screen	Resize the SFML Window (new width & height) 5 times while the game runs	The image should appear in th middle of the screen vertically and horizontally too									
19	Load the assets using a method	Run the game	Press the left and right keys	Car should turn either right either left	Depending on the key								

20											
21											
22											
23											
24											
25											
26											
27											
28											