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 Player Left/Right Movement	Run game in game screen	Try to move while playing left and right	Move only to the edge of the game board	If the player reaches the edge of the game board and the key is still pressed it 'teleports' to the other side	Pass	Pass	Fail	Pass	Fail	Low	60%	Even if the 'teleport' movement is not part of the expected result it was added as a feature The chain reaction is
5	Check Player Top/Down Action	Run game in game screen	Try to drop and pick balls from the game board	If the ball was picked it will be erased from board and if it was drop it will appear on board and perhaps cause even chain reaction	The pick down action works properly; overall the top actions work properly but in some cases the chain reactions is not caused	Fail	Pass	Pass	Fail	Fail	Moderat e	40%	caused only if on the gameboard are at least 3 balls of the same colour, but when trying to throw 2 balls on the penultimate row the chain reaction won't be encountered
6	Pick balls of the same colour	Run game in game screen	Try to pick different colors of balls while having in hand a ball of a different color	You should not be able to pick at the same time different balls	When attempting to pick balls of different colors, this action will not be succesfull	Pass	Pass	Pass	Pass	Pass	N/A	100%	-
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