

## Test Cases for Bear VS Bug Game

Test case ID	Requirements	Input test data	Expected outcomes	Actual outcomes
TC01	Check if point increase by 1 when a bug is caught by pressing spacebar.	Press spacebar when bug is near bear catch hitbox	Point updated to plus 1  Success sound plays	
TC02	Check if point deducted by 1 when bug hits bear and bear does not catch bug	Bug and Bear collide	Point deducted by 1 and a quick red flash of -1 is shown above bear  Unhappy sound plays	
TC03	Check if bear movement cannot exceed left boundary of canvas	Press Left key	Bear moves left with animation of left movement and bear stops at the leftmost boundary of the canvas	
TC04	Check if bear movement cannot exceed right boundary of canvas	Press Right key	Bear moves right with animation of right movement and bear stops at the rightmost boundary of the canvas	
TC05	Check if bear movement cannot exceed above grassy area of canvas background drawing	Press Up key	Bear moves upwards and stops before it reaches the blue sky area of the canvas image	
TC06	Check if bear movement cannot exceed down to the flower patch	Press Down key	Bear moves downwards and stops before it reaches the flower patch at the bottom of the canvas image.	