1. Coins and Premiums

TESTID	Test Scenario	Test Steps	Expected Results
CP1	Check the player's coins and premiums for new player	1. Start a new game 2. Go to the store 3. Verify coins and premiums	Number of coins should be 0 Number of premiums should be 0
CP2.	Check the Player's coins and premiums after finishing a level	1. Continue from CP1 2. Play a level 3. Go to the store 4. Verify coins and premiums	Number of coins = number that player collected in that level Number of Premium = number that player collected in that level
CP3.	Check the Player's coins and premiums after finishing > 1 level	1. Continue from CP2 2. Play another level 3. Go to the store 4. Verify coins and premiums	Number of coins player collected should be added to the original number Number of premiums player collected should be added to the original
CP4.	Check the Player's coins and premiums for returning player	1. Continue from CP3 2. Quit the game 3. Start the game 4. Go to the store 5. Verify coins and premiums	Number of coins should be unchanged Number of premiums should be unchanged

2. Buying and Using Consumable from the store

TESTID	Test Scenario	Test Steps	Expected Results
Con1	Check if player can buy a consumable with coins	1. Go to the store 2. Buy a consumable with coins 3. Verify the coin 4. Exit the store 5. Verify the inventory	Number of coins - the price of the consumable = new number The consumable is in the inventory

Con2	Check if player can buy a consumable with premiums	1. Go to the store 2. Buy a consumable with premiums 3. Verify the premiums 4. Exit the store 5. Verify the inventory	Number of premiums - the price of the consumable = new number The consumable is in the inventory
Con3	Check if player can buy a stack of each consumable	1. Go back to the store 2. Buy 5 consumable with any currency 3. Verify the currency 4. Exit the store 5. Verify the inventory	Currency amount - the price of the consumable * 5 = new number There are 5 same type consumables in the inventory
Con4	Check if player can buy 1 of every consumable	1. Go to the store 2. Buy 1 of every consumable with any currency 3. Verify the currency 4. Exit the store 5. Verify the inventory	Currency amount – total price of all the consumables = new number There are exactly 1 of every consumable in the inventory
Con5	Check if the player inventory is saved	1. Continue from Con4 2. Quit the game 3. Start the game 4. Verify the inventory	There are exactly 1 of every consumable in the inventory
Con6	Check if number of consumable decreases after using inventory	1. Continue from Con5 2. Start a level and select a consumable to use 3. Verify the inventory	The used consumable should no longer be in the inventory
Con7	Check if number of consumable decreases after using one in the stack	1. Continue from Con3 2. Start a level and select that consumable with 5 total 3. Play a level and use 3 of them 4. Verify the inventory	There are exactly 2 left in the inventory
Con8	Check if the player inventory with a stack of consumable is saved	1. Continue from Con7 2. Quit the game 3. Start the game 4. Verify the inventory	There are exactly 2 in the inventory
Con9	Check if the player can buy with no coins and no premiums	5. Use all the coins and premiums 6. Verify the inventory 7. Go to the store 8. Try clicking the buy button 9. Exit the store 10. Verify the inventory	The Buy buttons for coins and premium should be grey out Inventory stays the same

3. Characters

TESTID	Test Scenario	Test Steps	Expected Results
CHAR1	Check if the player can buy a character with coins	1. Go to the store 2. Click Character 3. Buy a character with coins 4. Exit the store 5. Change the character and verify the coin 6. Start a level 7. Verify the playable character in the game	Number of coin - the price of the character = the number The playable character is changed to the one bought from the store
CHAR2.	Check if the player can buy a character with premiums	1. Go to the store 2. Click Character 3. Buy a character with premiums 4. Exit the store 5. Change the character and verify the coin 6. Start a level 7. Verify the playable character in the game	Number of premiums - the price of the character = the number The playable character is changed to the one bought from the store
CHAR3.	Check if the player can select between all owned characters	1. Continue from CHAR1 2. Go to the store 3. Click Character 4. Buy another character 5. Click through all the characters	Player should be able to select all the owned character
CHAR4.	Check if the player can buy the already owned character	1. Continue from CHAR2 2. Go the store 3. Try buying the 2 previous bought characters	Currency amount should be unchanged The buy button is grey out and changed to “owned”
CHAR5.	Check if the player’s characters are saved	1. Continue from CHAR4 2. Quit the game 3. Start the game 4. Verify all the character available	Player should be able to select all the owned character

4. Accessories

TESTID	Test Scenario	Test Steps	Expected Results
ACCS1	Check if the player can buy an accessory with coins	1. Go to the store 2. Click Accessories 3. Buy an accessory with coins 4. Exit the store 5. Change the accessory and verify the coin 6. Start a level 7. Verify the playable character is wearing the accessory in the game	Number of coin - the price of the character = the number The playable character is wearing the accessory in the game
ACCS2.	Check if the player can buy an accessory with premiums	1. Go to the store 2. Click Accessories 3. Buy an accessory with premiums 4. Exit the store 5. Change the accessory and verify the premiums 6. Start a level 7. Verify the playable character is wearing the accessory in the game	Number of premiums - the price of the character = the number The playable character is wearing the accessory in the game
ACCS3.	Check if the player can select between all owned accessories	1. Continue from ACCS1 2. Go to the store 3. Click Accessories 4. Buy another accessory 5. Click through all the accessories	Player should be able to select between all the owned accessories
ACCS4.	Check if the player can buy the already owned accessories	1. Continue from ACCS2 2. Go the store 3. Try buying the 2 previous bought accessories	Currency amount should be unchanged The buy button is grey out and changed to “owned”
ACCS5.	Check if the player’s accessories are saved	1. Continue from ACCS4 2. Quit the game 3. Start the game 4. Verify all the accessories available	Player should be able to select between all the owned accessories

5. Themes

TESTID	Test Scenario	Test Steps	Expected Results
Theme1	Check if the player can buy a theme with coins	1. Go to the store 2. Click themes 3. Buy a theme with coins 4. Exit the store 5. Change the theme and verify the coin 6. Start a level 7. Verify the theme of the level	Number of coin - the price of the character = the number The theme of the game is the one just bought.
Theme2	Check if the player can buy a theme with premiums	1. Go to the store 2. Click themes 3. Buy a theme with premiums 4. Exit the store 5. Change the theme and verify the premiums 6. Start a level 7. Verify the theme of the level	Number of premiums - the price of the character = the number The theme of the game is the one just bought.
Theme3	Check if the player can select between all owned themes	1. Continue from Theme1 2. Go to the store 3. Click themes 4. Buy another theme 5. Click through all the themes	Player should be able to select between all the owned themes
Theme4.	Check if the player can buy the already owned themes	1. Continue from Theme2 2. Go the store 3. Try buying the 2 previous bought themes	Currency amount should be unchanged The buy button is grey out and changed to “owned”
Theme5	Check if the player’s themes are saved	1. Continue from Theme4 2. Quit the game 3. Start the game 4. Verify all the themes available	Player should be able to select between all the owned themes

6. Missions

TESTID	Test Scenario	Test Steps	Expected Results
Mission1	Check if the player always has 4 active missions	1. Go to the missions 2. Check if number of active missions	the number of active missions is 4
Mission2	Check if the player can Claim a mission	1. Go the missions 2. Claim a claimable mission 3. Verify the number of active missions 4. Verify the premiums	the mission is claimed the player gets the premium rewards the new mission is created the number of active missions is 4
Mission3	Check if the player can claim an unclaimable mission	1. Go the missions 2. Try claiming an unclaimable mission 3. Verify the missions 4. Verify the premiums	The mission is not claimed The player doesn't get the premium reward the new mission is not created The active missions are unchanged

7. Leaderboard

TESTID	Test Scenario	Test Steps	Expected Results
Rank1	Check if leaderboard updates	1. Start a new game profile 2. Go to the leaderboard 3. Look at the entries 4. Play a game 5. Verify at the entry count	The leaderboard should be initially empty and contains 1 entry after played a game
Rank2	Check if leaderboard ranks the player scores	1. Continue from Rank1 2. Play more games 3. Go to the leaderboard 4. Verify the entry count	Player score entry count = number of games played The entries are sorted by score descending

8. Core Gameplay

TESTID	Test Scenario	Test Steps	Expected Results
Core1	Check if the level is initialized properly without bought consumable	1. Unselect any consumable 2. Start a game 3. Verify gameplay elements	Start hearts should be 5 Player character is initialized All game objects (coins, consumables, obstacles) in the scenery are initialized and active Player has to wait 5 seconds before playing the level There should be no consumable in the inventory Player character starts moving only forward without player input
Core2	Check basic character controller	1. Start a game 2. Change lane 3. Verify if the player can change a lane 4. Change back to the old lane 5. Verify the lane 6. Jump 7. Verify if the player can jump 8. Slide 9. Verify that the player can slider	Player should be able to change a lane and change back to the previous lane Player should be able to jump and land back on the same lane Player should be able to slide forward
Core3	Check if player can pause a game	1. Start a new game 2. Pause the game 3. Verify If the game is paused 4. Resume the game 5. Verify if the player can continue	The game is paused after pressing pause. Game state is deadlocked The game is resumed after clicking resume. Game state is unlocked

Core4	Check if the player can collect coin	1. Start a new game 2. Collect a coin 3. Verify coin count 4. Verify coin object 5. Repeat 2-4 for 10 times	Each time a coin is collected 1. Coin count += 1 2. Coin game object is destroyed when player run through 3. Player continue running
Core5	Check if the player can collect a premium	1. Start a new game 2. Collect a premium 3. Verify premium count 4. Verify premium object 5. Repeat 2-4 for 5 times	Each time a premium is collected 1. Premium count += 1 2. Premium game object is destroyed when player run through 3. Player continue running
Core6	Check if the player can collect and use a consumable	1. Start a new game 2. Collect a consumable 3. verify the consumable object 4. Verify the Consumable effect 5. Repeat 2-4 for each consumable type (COIN_MAG, SCORE_MULTIPLAYER, INVINCIBILITY, EXTRALIFE, MAX_COUNT)	Each time a consumable is collected 1. Consumable effect is applied to the game according to its type 2. Consumable game object is destroyed when player run through
Core7	Check if the player can use collect another consumable when the previous effect is still applied	1. Start a new game 2. Collect a consumable 3. Collect another consumable 4. verify the consumable object 5. Verify the Consumable effect	The new consumable effect replaces the previous effect New consumable game object is destroyed

Core7	Check if the player can use a bought consumable	1. Buy every type of consumable from the store 2. Select a consumable from the inventory 3. Start a new game 4. Use a consumable 5. Verify the Consumable effect 6. verify the inventory in the level 7. Repeat 2-6 for each consumable type (COIN_MAG, SCORE_MULTIPLAYER, INVINCIBILITY, EXTRALIFE, MAX_COUNT)	After using a bought consumable 1. Consumable effect is applied to the game according to its type 2. Consumable is removed from the inventory
Core8	Check if the player can use a stack of consumable	1. Buy a stack of consumable 2. Start a new game 3. Use a consumable 4. Verify the Consumable effect 5. verify the inventory in the level 6. Finishing the game 7. Verify the inventory in the loadout	Consumable effect is applied to the game according to its type Inventory count goes down by 1 Consumable is still in the load out inventory with one less total
Core9	Check Obstacles on Impact	1. Start a new game 2. Verify an obstacles 3. Run into the obstacles 4. Verify the game behavior and state 5. Repeat 2-4 for each obstacles type (Barricades, patrolling enemies)	For each obstacle type that the player runs into 1. They player colliders with the obstacle 2. Lose a heart 3. The game object is destroyed 4. The player continues the game if hearts > 0

Core10	Check Obstacles on evade	1. Start a new game 2. Verify an obstacles 3. Try evading an obstacles 4. Verify the game behavior and state 5. Repeat 2-4 for each obstacles type (Barricades, patrolling enemies)	For each obstacle type that the player evades into 1. They player successfully evades the obstacle and continue 2. Total number of hearts is the same 3. The game object is not destroyed
Core11	Check GameOver	1. Start a new game 2. Lose all the hearts 3. Verify the game behavior 4. Click “Game Over” to go back to the main meu	The game is over Clicking “Game Over” relink the player to the main menu
Core12	Check Second Wind with enough premium	1. Start a new game 2. Lose all the hearts 3. Click second wind 4. Verify the game behavior 5. Continue the game 6. Verify the game behavior and state	The player should be able to click second wind Premium count goes down by 3 The game can be continued with 1 life/heart
Core13	Check Second Wind with not enough premium	1. Start a new game 2. Lose all the hearts 3. Try Clicking second wind 4. Verify the game behavior	The second wind button should be grey out The player shouldn’t be able to do anything except clicking “Game Over”
Core14	Check the meter count	1. Start a new game 2. Verify the meter count	The meter count should go up every time the character moves forward

9. Settings

TESTID	Test Scenario	Test Steps	Expected Results
SET1	Check if the changes in settings are saved and applied	1. Go to the settings in main menu 2. Change the audio value for Master, SFX, Music 3. Verify the audio 4. Exit the menu 5. Verify the audio	The changes in these values should reflect the audio change in game The change should persist after exiting the settings
SET2	Check if the changes in settings are applied in the level	1. Continue from Set1 2. Start a new game 3. Verify the audio	The change should persist through out the level
SET3	Check if the changes in settings are persist after finishing the level	1. Continue from Set2 2. Return to the main menu 3. Verify the audio 4. Go back to the setting in the main menu 5. Verify the audio values in Masters, SFX, Music	The change persists from lv to main menu The audio values for masters, SFX and music should be the same values the played changed to in SET1