Gameplay test cases for Trash Dash

ID	Title	Pre-Condition	Steps	Expected result	Actual result	Status	Platform
1	Autorun forward	Turn on the game	- Enter playmode, - Wait a bit	Player **runs** forward **automatically**	Player runs forward automatically in 5 seconds		Standalone/Editor
2	Jump	Set game In playmode, wait 5 seconds	- Press up arrow	Player **jumps up**	Player jumps up		Standalone/Editor
3	Swap line to the left while running (Positive)	Set game In playmode, wait 5 seconds, **not** in leftmost row	- Press left arrow	Player changes it's row to the **left**	Player changes it's row to the **left**		Standalone/Editor
4	Swap line to the right while running (Positive)	Set game In playmode, wait 5 seconds, **not** in leftmost row	- Press right arrow	Player changes it's row to the **right**	Player changes it's row to the **right**		Standalone/Editor
5	Swap line to the left (Negative)	Set game In playmode, wait 5 seconds, in leftmost row	- Press left arrow	**Nothing** changes	**Nothing** changes		Standalone/Editor
6	Swap line to the right (Negative)	Set game In playmode, wait 5 seconds, in leftmost row	- Press right arrow	**Nothing** changes	**Nothing** changes		Standalone/Editor
7	Swap line to the left while jumping (Positive)	Set game In playmode, wait 5 seconds, **not** in leftmost row	- Press up arrow - Press left arrow	Player **goes** left in the air	Player **goes** left in the air		Standalone/Editor
8	Swap line to the right while jumping (Positive)	Set game In playmode, wait 5 seconds, **not** in rightmost row	- Press up arrow - Press right arrow	Player **goes** right in the air	Player **goes** right in the air		Standalone/Editor
9	Swap line to the left while jumping (Negative)	Set game In playmode, wait 5 seconds, in leftmost row	- Press up arrow - Press left arrow	Player **stays** on it's line in the air	Player **stays** on it's line in the air		Standalone/Editor
10	Swap line to the right while jumping (Negative)	Set game In playmode, wait 5 seconds, in rightmost row	- Press up arrow - Press right arrow	Player **stays** on it's line in the air	Player **stays** on it's line in the air		Standalone/Editor
11	Slide	Set game In playmode, wait 5 seconds	- Press down arrow	Played **slides** down	Played **slides** down		Standalone/Editor
12	Swap line to the left while sliding (Positive)	Set game In playmode, wait 5 seconds, **not** in leftmost row	- Press down arrow - Press left arrow	Player **slides** to the left	Player **slides** to the left		Standalone/Editor
13	Swap line to the right while sliding (Positive)	Set game In playmode, wait 5 seconds, **not** in rightmost row	- Press down arrow - Press right arrow	Player **slides** to the right	Player **slides** to the right		Standalone/Editor
14	Swap line to the left while sliding (Negative)	Set game In playmode, wait 5 seconds, in leftmost row	- Press down arrow - Press left arrow	Player **doesn't slide** to the left	Player **doesn't slide** to the left		Standalone/Editor
15	Swap line to the right while sliding (Negative)	Set game In playmode, wait 5 seconds, in rightmost row	- Press down arrow - Press right arrow	Player **doesn't slide** to the right	Player **doesn't slide** to the right		Standalone/Editor
16	Slide + Jump	Set game In playmode, wait 5 seconds	- Press down arrow - Press up arrow	Player slides down then **jumps up out of sliding position**	Player slides down then **jumps up out of sliding position**		Standalone/Editor
17	Jump + Slide	Set game In playmode, wait 5 seconds	- Press up arrow - Press down arrow	Player jumps then **slides down out of jumping position**	Player jumps then **slides down out of jumping position**		Standalone/Editor

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18	Hit any obstacle*	Set game In playmode, wait 5 seconds, player is not invincible	- Find obstacle* - **Swap into it's lane** - Let player hit it	Player **loses 1 health point**, autorun **stops**, player becomes **invincible**	Player **loses 1 health point**, autorun **stops**, player becomes **invincible**		Standalone /Editor
19	Go through obstacle*	Set game In playmode, wait 5 seconds	- Hit any obstacle* - While player blinks try to hit any obstacle*	Player **doesn't l**ose health points, **doesn't stop**	Player **doesn't** lose health points, **doesn't stop**		Standalone /Editor
20	Slide under blue barrier (Negative)	Set game In playmode, wait 5 seconds, player is not invincible	- Find blue barrier - Swap into it's lane - Press down arrow before it	Players hits an obstacle	Players hits an obstacle		Standalone /Editor
21	Slide under rat (Negative)	Set game In playmode, wait 5 seconds, player is not invincible	- Find walking rat - Swap into it's lane - Press down arrow before it	Players hits an obstacle	Players hits an obstacle		Standalone /Editor
22	Slide under red barrier	Set game In playmode, wait 5 seconds	- Find red barrier - Swap into it's lane - Press down arrow before it	Player slides through red barrier	Player slides through red barrier		Standalone /Editor
23	Jump over blue barrier	Set game In playmode, wait 5 seconds	- Find blue barrier - Swap into it's lane - Press up arrow	Player jumps over the blue barrier	Player jumps over the blue barrier		Standalone /Editor
24	Jump over walking rat	Set game In playmode, wait 5 seconds	- Find walking rat - Swap into it's lane - Press up arrow	Player jumps over the walking rat	Player jumps over the walking rat		Standalone /Editor
25	Jump over red barrier (Negative)	Set game In playmode, wait 5 seconds	- Find red barrier - Swap into it's lane - Press up arrow	Players hits an obstacle	Players hits an obstacle		Standalone /Editor
26	Become invincible after hit	Set game In playmode, wait 5 seconds	- Hit an obstacle	Player becomes invincible for few seconds	Player becomes invincible for few seconds		Standalone /Editor
27	Collect coin	Set game In playmode, wait 5 seconds	- Find coin (fishbone) - Swap into it's lane - Let player touch it	Amount of coins increases by 1	Amount of coins increases by 1		Standalone /Editor
28	Slide under coin (Collect coin)	Set game In playmode, wait 5 seconds	- Find coin (fishbone) - Swap into it's lane - Slide under it	Amount of coins increases by 1	Amount of coins increases by 1		Standalone /Editor
29	Jump over coin	Set game In playmode, wait 5 seconds	- Find coin (fishbone) - Swap into it's lane - Jump over it	Coin isn't collected	Coin isn't collected		Standalone /Editor
30	Trigger death	Set game In playmode, wait 5 seconds, leave player only 1 health point	Hit any obstacle	Player stops, loses last hp, lose screen shows	Player stops, loses last hp, lose screen shows		Standalone /Editor
31	Slide under double red barrier (Negative)	Set game In playmode, wait 5 seconds	- Find double red barrier - Swap into it's line - Press down arrow	Players hits an obstacle	Players hits an obstacle		Standalone /Editor

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32	Slide under cone (Negative)	Set game In playmode, wait 5 seconds	- Find cone - Swap into it's line - Press down arrow	Players hits an obstacle	Players hits an obstacle		Standalone/Editor
33	Slide under garbage can (Negative)	Set game In playmode, wait 5 seconds	- Find garbage can - Swap into it's line - Press down arrow	Players hits an obstacle	Players hits an obstacle		Standalone/Editor
34	Jump over double red barrier (Negative)	Set game In playmode, wait 5 seconds	- Find double red barrier - Swap into it's line - Press up arrow	Players hits an obstacle	Players hits an obstacle		Standalone/Editor
35	Jump over cone	Set game In playmode, wait 5 seconds	- Find cone - Swap into it's line - Press up arrow	Player jumps over cone	Player jumps over cone		Standalone/Editor
36	Jump over garbage can (Negative)	Set game In playmode, wait 5 seconds	- Find garbage can - Swap into it's line - Press up arrow	Players hits an obstacle	Players hits an obstacle		Standalone/Editor
37	Make move after hitting an obstacle within 1 second (Negative)	Set game In playmode, wait 5 seconds	- Hit an obstacle - Press left/right/up/down arrow	Player doesn't make any specific move	Player doesn't make any specific move		Standalone/Editor
38	Collect coins multiplier	Set game In playmode, wait 5 seconds	- Find 2x multiplier - Swap into it's lane - Go through it (collect it)	Player collects multiplier	Player collects multiplier		Standalone/Editor
39	Collect doubled coins	Set game In playmode, wait 5 seconds	- Collect coins multiplier - Collect coin while multiplier is active	Player collects doubled coins	Player collects doubled coins		Standalone/Editor
40	Collect bar of gold	Set game In playmode, wait 5 seconds	- Find bar of gold (golden canned fish) - Swap into it's lane - Go through it (collect it)	Player collects bar of gold	Player collects bar of gold		Standalone/Editor
41	Collect star	Set game In playmode, wait 5 seconds	- Find Star - Swap into it's lane - Go through it (collect it)	Player becomes invincible	Player becomes invincible		Standalone/Editor
42	Collect magnet	Set game In playmode, wait 5 seconds	- Find magnet - Swap into it's lane - Go through it (collect it)	Player collects coins and bars of gold from all lines for limited period of time	Player collects coins and bars of gold from all lines for limited period of time		Standalone/Editor
43	Get speed boost	Set game In playmode, wait 5 seconds	- Run 250 meters without hitting an obstacle	Speed of running increases	Speed of running increases		Standalone/Editor
44	Collect extra life	Set game In playmode, wait 5 seconds, current amount of lives should be at least 1 less then maximum	- Find heart - Swap into it's lane - Go through it (collect it)	Collected extra health point (current health point increased by 1)	Collected extra health point (current health point increased by 1)		Standalone/Editor

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45	Collect extra life (Negative)	Set game In playmode, wait 5 seconds, current amount of lives should be at it's maximum	- Find heart - Swap into it's lane - Go through it (collect it)	Current health doesn't increase	Current health doesn't increase		Standalone /Editor
46	Slide under coins multiplier (Negative)	Set game In playmode, wait 5 seconds	- Find coin multiplier (x2) - Swap into it's lane - Slide under it	Player collects multiplier	Player collects multiplier		Standalone /Editor
47	Slide under bar of gold (Negative)	Set game In playmode, wait 5 seconds	- Find bar of gold - Swap into it's lane - Go through it (collect it)	Player collects bar of gold	Player collects bar of gold		Standalone /Editor
48	Slide under star (Negative)	Set game In playmode, wait 5 seconds	- Find star - Swap into it's lane - Go through it (collect it)	Player collects star and becomes invincible	Player collects star and becomes invincible		Standalone /Editor
49	Slide under magnet (Negative)	Set game In playmode, wait 5 seconds	- Find magnet - Swap into it's lane - Go through it (collect it)	Player collects magnet and pulls all the coins around	Player collects magnet and pulls all the coins around		Standalone /Editor
50	Slide under extra life (Negative)	Set game In playmode, wait 5 seconds, life should be not full	- Find extra life - Swap into it's lane - Go through it (collect it)	Player collects extra life	Player collects extra life		Standalone /Editor
51	Jump over coins multiplier	Set game In playmode, wait 5 seconds	- Find coin multiplier (x2) - Swap into it's lane - Jump over it	Player jumps over multiplier, booster isn't collected	Player jumps over multiplier, booster isn't collected		Standalone /Editor
52	Jump over bar of gold	Set game In playmode, wait 5 seconds	- Find bar of gold - Swap into it's lane - Jump over it	Player jumps over bar of gold, bar of gold isn't collected	Player jumps over bar of gold, bar of gold isn't collected		Standalone /Editor
53	Jump over star	Set game In playmode, wait 5 seconds	- Find star - Swap into it's lane - Jump over it	Player jumps over star, booster isn't collected	Player jumps over star, booster isn't collected		Standalone /Editor
54	Jump over magnet	Set game In playmode, wait 5 seconds	- Find magnet - Swap into it's lane - Jump over it	Player jumps over magnet, booster isn't collected	Player jumps over magnet, booster isn't collected		Standalone /Editor
55	jump over extra life	Set game In playmode, wait 5 seconds	- Find extra life - Swap into it's lane - Jump over it	Player jumps over extra life, booster isn't collected	Player jumps over extra life, booster isn't collected		Standalone /Editor
56	Slide under extra life	Set game In playmode, wait 5 seconds, health points are full	- Find extra life - Swap into it's lane - Slide under it	Player slides through extra life, icon is collected, no extra life points added	Player slides through extra life, icon is collected, no extra life points added		Standalone /Editor