Use Case 1 TC-1: Start Game Spalte1	Soulte2	Scotte3
•	Spatte2 STEP 1 start the game	Spated EXPECTED RESULT Load the main menu (Background, GUI, Title)
TC-2: Test Buttons Spalte1	Spalte2 STEP	Spatie3 EXPECTED RESULT
	1 click the X-Button 2 click the Play Button 3 click the settings Button 4 click the Shop Button	Exit the Game Lead the LevelMenu Load the LevelMenu Diport the OptionsMenu Load the Map Load the Map
Use Case 2	5 click the help Button	Show the Help Mess
TC-3: Level Menu Spolte1	Spalte2 STEP	Spatica LOPECTED RESAT
	1 open LevelMenu 2 click buttons 3 play level	Load all activated (seeb) Load correct Level show correct level-stars
TC-4: Level 1 Soutte1	Soulte2	Scotte3 DIPECTED RESIAT
	1 open Level1 2 test switches 1 help test	Servicina manus. Lead Lavor Lavor manus. If all activated *-coard door(Switch-Counter should be decreased) but here should devolved correctivities to the next notifices.
	4 fall in acid 4 Music 5 go to Door	Player should not damane Play music Show Knducean
TC-5: Level 2 Spatte1	Spalte2	Spatie3 EXPECTED RESEAT
	1 open Level2 2 test switches	ESPECTED RESULT Load Lavel correctly If all activated = open door(Switch-Counter should be decreased)
	4 fall in acid 5 get killed by RoboCat 7 Music	tings sets inclose using representations. Flayer should get daming and die at 0 % health Flayer should get damings and die at 0 % health Flayer should get damings and die at 0 % health Flayer should get damings and die at 0 % health Flayer should.
	E go to Door	Show Enduceen
Tr. Euland 3		
Spoite1	Spalte2 STEP 1 open Level3	Spatte3 EMPGTED RESULT Lead Level correctly
	2 test switches 3 help test 4 get killed by saws	If all activated = coen door/Switch-Counter should be decreased) bels test should disableed correctly Flavor should at decrease and file at 0 % health
	5 Music 6 jump on Platform 7 go to Door	Fiter meals: should not full through the eletform Shoul Endergen
TC-7: Level 4 Spatte1	Spalte2 STEP	Spoile3 DIPECTED RESEAT
	STEP 1 open Level4 2 test switches 3 get killed by RoboCat	EPECTED RESULT Load Level correctly all activated = open door(Switch-Counter should be decreased) Player should get deraye and die at 0 % health
	3 get killed by RoboCat 4 Music 5 jump on Platform 6 go to Door	Flayer should get damage and file at 0 % health Flay masic should not fall through the platform Show Endorseen
TC-8: Level 5 Spolte1		
	Spatte2 STEP 1 open LevelS 2 test switches	Spatie3 EXPECTED RESULT Load Eurel correctly If all activated + open door(Switch-Counter should be decreased)
	3 get killed by Spikes 4 get killed by acid 5 get killed by Saws	Flayer should get damage and die at 0 % health Flayer should get damage and die at 0 % health (possible through slide) Flayer should get damage and die at 0 % health (possible through slide)
-	6 Music 7 go to Door	Flay music Show Enduceen
TC-9: Level 6 Spalte1	Spalte2 STEP	Spoite3 EXPECTED RESEAT
	2 test switches 2 pet killed by Saws	Load Level correctly if all activated = coan door/Switch-Counter should be decreased) Flavor should set damance and die at 0 % health
	4 set killed by RoboCat 5 Music 6 jumo on Platform	Placer should set damase and sile at 0 % health. Place masic should not fall through the obstorm.
	7. Jea to Door	Show Enduceses
TC-10: Level 7		
Spattel #	Spalte2 STEP 1 open Level7	Spaties ESPECTED RESULT Load lawel correctly
	2 test switches 3 get killed by Saws	tons over not now. If all activate expen doos[Switch-Counter should be decreased] Player should get damage and die at 0 % health
	5 jump on Platform 6 go to Door	year music. should not fall through the platform Show Endscreen
TC-11: Level 8		
Spalte1	Spalte2	Spolted
Spatte1	Spalte2 STEP 1 open Levelli 2 test switches	Spaties EXPECTIONEDAT Load Level correctly If all activated 4-open door(Switch-Counter should be decreased)
Spatte1	Spalte2 STEP 1 open Level8 2 test switches 3 get killed by Saws 4 Music 5 jump on Platform	Spatial DISPICTION RESEAT Load Land correctly All askinstant or agent described for Constant should be decreased) All askinstant or agent described for Constant should be decreased) Fig. 2002. Fig. 2002. Fig. 2002. Fig. 2002. Fig. 2002.
Spatie1	open Levell test switches get killed by Saws Masic ump on Platform go to Door	Load Land correctly A all activated or open described by Counter should be decreased) A activated or open described by Counter should be decreased) Fig. 1992. Fig. 1992. Decided on the Fig. 1992.
Spatre1	2 test switches 3 get killed by Saws 4 Music	Load Level correctly If all activated = open door(Switch-Counter should be decreased) Player should get damage and die at 0 % health Play masic
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