1. After Chris started the game, he decided to make his own level. The system initialize graphics and objects according to the file of Chris. He placed walls everywhere except his hero’s summoning point, yet he experienced collision between character and walls, or he could not move his character to any direction.
2. Jennifer started the game, the system loaded first level with blocks, independent and dependent object and enemies, she moved around the blocks and tried to pass inside the enemy, but she lost her health. Then, she paused the game because she distracted because of the enemy, and she just remembered she could fire projectiles to destroy enemies.
3. Ali performed a test in the custom level. He created Slime surrounded by walls. He shooted projectiles a couple of times to the wall to see that could wall be wrecked with projectiles, but he only destroyed character’s projectile. After that, he did applied same test on the enemies and he destroyed Slime by firing projectiles.
4. Hande passed fist level with last health, and at second level, she immediately ran to the door to open, but she could not open the door because system checked key to open the door. Thus, she got the second key with great effort and then the system allowed her to pass the next level.