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| Summary | Description | What should happen | How to reproduce |
| Cannot land on a turtle (player dies) | When trying to move onto one of the turtles in the river, the player dies instead of moving onto it | Should be able to step on the turtle, and move with the turtle as it moves left | Attempt to move onto a turtle |
| Doesn’t reset position after death | Once the player has died, it will stay in the same position where it just died, hence causing it to repeatedly die as it is still in a position that causes death | Frog should return to its starting location at the bottom of the screen with one less life | Move frog so it dies (e.g. jump into a car). After the initial death, it will stay in the same spot and repeatedly die as a result. |
| Game does not reset correctly after all lives are lost | Once the player loses all their lives and is prompted to press “r” to reset the game, after the reset the player cannot be moved and none of the cars/logs ect. (moving objects) also do not move | The game should be reset to the same state as if it had just been opened, with a fully mobile and functional player frog and moving obstacles on screen. | Lose all player lives (e.g. running into cars) and press r when prompted to restart the game. Upon pressing r, the player location is reset but the frog cannot be moved/nothing is moving on screen. |
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