The primary goals were to:

* Bring the Assets of the old game into the new

| **Test Case ID** | **Description** | **Input** | **Expected Outcome** | **Result** |
| --- | --- | --- | --- | --- |
| TC01 | Check to see if the pictures are withing the correct file | Open the project | They should appear in BucKart/wwwroot/images/assets | Pass |
| TC02 | The assets load in game | Run the game | They should appear in within the game | Pass |