

ID	Title	Steps	Expected Result
TC-01	Forward Movement	Start the game and observe the player character	The player moves forward automatically without any input
TC-02	Double Jump Limit	Press the jump button three times while in the air	The player can jump twice; third jump is ignored
TC-03	Jump Reset on Ground Contact	Perform a double jump, then land on the ground	Jump count resets; player can jump twice again
TC-04	Dash Activation	Press the dash button once	Player dashes forward with increased speed for 0.5 seconds
TC-05	Dash Cooldown	Press dash repeatedly within 3 seconds	Only one dash is performed; next dash is available after cooldown ends
TC-06	Obstacle Collision Behavior	Run into an obstacle during gameplay	Player start blinking after hit obstacle
TC-07	Score Counter Visibility	Observe the UI during gameplay	Score increases over time or distance
TC-08	Game Restart Functionality	After death, click the "Restart" button	Game restarts: player is reset to starting position, score is reset