Feature / Function	Test Case ID	Test Case Description	Steps or Inputs	Expected Result	Status (Pass / Fail)	Notes
Login	Auth-01	Valid login with correct credentials	1. Navigate to login page 2. Enter valid username and password 3. Click Login	User is redirected to dashboard	Pass	Tested on Chrome
Login	Auth-02	Invalid password shows error message	1. Navigate to login page 2. Enter valid username and incorrect password 3. Click Login	Error message displayed; user not logged in	Fail	Error message text incorrect
Logout	Auth-03	User can log out successfully	1. Log in 2. Click Logout button	User is logged out and returned to login page	Pass	

Feature / Function	Test Case ID	Test Case Description	Steps or Inputs	Expected Result	Status (Pass / Fail)	Notes
Level 2	Auth-01	Creation of a New Scene	Able to run game in new Scene through Unity Editor	Game loads an empty level	Pass	
Ground Platform	Auth-02	Create Ground for the Level	Run Scene with new ground	Can see a ground platform	Pass	
Player	Auth-03	Reuse of Player Model	Run Scene with the Player implemented	Player Exists	Pass	
Player Controls	Auth-04	Testing Camera and Player Inputs	1. Run Scene 2. Test Player Camera 3. Test Player Movement	Scene runs and all Player Controls are Functioning	Pass	
Platform	Auth-05	Create 3 Platforms the player can stand on	Run Scene and Test Plaforms	Can see platforms and collision works	Pass	
Moving Platform	Auth-06	Add Script that moves platform	Run Scene and Observe Platforms	Platform moves and Player move with it	Fail	Problem with Parenting
Level FreezeTime	Auth-01	Creation of a New Scene	Able to run game in new Scene through Unity Editor	Game loads an empty level	Pass	
Ground Platform	Auth-02	Create Ground for the Level	Run Scene with new ground	Can see a ground platform	Pass	
Player	Auth-03	Reuse of Player Model	Run Scene with the Player implemented	Player Exists	Pass	
Player Controls	Auth-04	Testing Camera and Player Inputs	1. Run Scene 2. Test Player Camera 3. Test Player Movement	Scene runs and all Player Controls are Functioning	Pass	
Platform	Auth-05	Create 3 Platforms the player can stand on	Run Scene and Test Plaforms	Can see platforms and collision works	Pass	
Moving Platform	Auth-06	Platform moves in with random spawn locations	Run Scene and Observe Platforms	Platform moves and Player move with it	Fail	
Door	Auth-07	Door Functionality	Run Scene and Test Door	Able to open and close door	Pass	
Ball	Auth-08	Ball Functionality	Run Scene and Test Ball	Ball interacts with Physics	Pass	
Player Pickup	Auth-09	Player can pick up ball	Run Scene and Test Controls	Ball can be picked up and moved	Pass	
Cannon	Auth-10	Cannon Functionality	Run Scene and Test Cannon	Cannon shoots objects that inhibit the player	Pass	
Text Trigger	Auth-11	Text/Narrative	Run Scene and Go to Trigger	Trigger functions and helps player with hints	Pass	
Checkpoints	Auth-12	Player respawns at spawnpoint when falling past certain distance	Run Scene and Fall Off Platforms	Respawns Player after trigger	Pass	Checkpoints do not work when resetting level
Checkpoints Reset	Auth-13	Player respawns at spawnpoint when falling past certain distance	Run Scene and Fall Off Platforms	Respawns Player after trigger	Fail	Checkpoints do not work when resetting level