Levels Test cases

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| Number | Case | Expected result | Actual result | Proof |
| 1 | Has game loaded | The game should load and return a pass value |  |  |
| 2 | Is the database connected | The database should be connected and return a pass value |  |  |
| 3 | Has the userdata been loaded from the database? (if any) | If there is any userdata it should be loaded, if there isn’t any then it will be null value. In the case that there is data and is loaded it will return a true value. |  |  |
| 4 | Have the levels been loaded? | The levels should be loaded, and it should return a pass value |  |  |
| 5 | If the user has selected to continue where they left off, has this condition been met? | Yes, the user data should be loaded with the level and return the user at this stage (return pass) |  |  |
| 6 | Check if the user score is exceeded a certain amount | If the user reaches a certain score it should return pass |  |  |
| 7 | If the score has been attained, has a new level been loaded? | If the user has exceeded the given score then a level should load and continue the game from there. Return pass |  |  |
| 8 | If they score has not been met then indicate such | If the new level score has not been met then continue current level. Return pass |  |  |
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