**Saving test cases**

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|  | Case | Expected result | Result | Proof |
| 1. | Has the game started | The game should load and return a pass value |  |  |
| 2. | Has the player clicked on the ‘Save’ button | The button should respond to the event |  |  |
| 3. | Check for progress | Check if the player has reached any score in the game |  |  |
| 4. | If there is a progress | Save the current player’s level |  |  |
| 5. | If there isn’t a progress | Send a text massage to the player, saying that there isn’t any progress |  |  |