

	A	B	C	D	E	F
1	Test case #	Work Item ID	Test Title	Test Step	Action/Description	Expected Result
2	TC001	Test Case 2514	Play Brickles Sequence 3	1	Select Play - "Select Play from menu"	"System starts the game"
3				2	Initialize the game - "The player clicks the left mouse button and the game is started"	"System starts the game action"
4				3	Enter Commands - "Player clicks the left mouse button or uses the keyboard to enter commands"	"System moves the paddle horizontally to follow the mouse track"
5				4	Defines Action Puck collides with a brick	"Puck is absorbed or changes direction according to the laws of physics"
6				5	Present Won Dialog Box - "Puck collides with the last brick"	"The Won dialog is presented"
7				6	Responds to Won/Lost/Tied Dialog - "Responds to Won/Lost/Tied dialog"	"Dialog to play again is presented"