Project Name	Trash Dash
Module Name	Gameplay logic
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Creation Date	10-15-2021

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
001	Check collision	1.Launch the game 2.Play the game 3.Player hits obstacles in the level	User inputs	Player should collide with obstacles	As Expected	Pass
002	Check health-bar functionality	1.Launch the game 2.Play the game 3.Player hits obstacles in the level	User inputs	After the player collided with obstacles the amount of hearts on top of the screen should be minus by one	As Expected	Pass
003	Check in-game collectibles	1.Launch the game 2.Play the game 3.Player hits collectibles in the level	User inputs	User should get the exact same amount of collectibles display on the screen after collide with collectibles	As Expected	Pass

004	Check game-over functionality	1.Launch the game 2.Play the game 3.Player hits obstacles in the level until the amount of hearts goes down to zero	User inputs	The game should be stopped and game-over menu should pop up after the player health is empty	As Expected	Pass
005	Check map boundary	1.Launch the game 2.Play the game 3.User swipe left on the left track and swipe right on the right track	User inputs	Player should not move when user swipe left on the left track and swipe right on the right track	As Expected	Pass
006	Check player movement	1.Launch the game 2.Play the game 3.User swipe up, down, left, right	User inputs	Player should jump when user swipe up, slide when swipe down, move to the track on the left when swipe left, move to the track on the right when swipe right	As Expected	Pass
007	Check power-ups	1.Launch the game 2.Play the game 3.Player hits certain power-ups	User inputs	When player collides with certain power-ups the player will gain that certain power	As Expected	Pass

008	Check game difficulty	1.Launch the game 2.Play the game	User inputs	As the game progresses, the speed of the player will increase over time until the player collided with obstacles, then the speed will be reset	As Expected	Pass
009	Check second chance system	1.Launch the game 2.Play the game 3.When game-over, click second chance in the game-over menu	User inputs	If the user has enough currency to buy a second chance, the player will respawn with one heart, will not have the option to second chance if the player die again	As Expected	Pass
010	Check scoring system	1.Launch the game 2.Play the game	User inputs	The score should be equal to the distance that the player has run, the rate of scoring should be multiplied by 2 during X2 power-up	As Expected	Pass