

Test Case #: 1
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:
The user has opened the game and is ready to play.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Click any button start	The system will start the game.		

Postconditions
The user is playing snake.

Test Case #: 2
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Choose Difficulty
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Click the difficulty that the user wishes to play on.	The system will set the game to the chosen difficulty.		

Postconditions

The user is playing snake at the chosen difficulty.

Test Case #: 3
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Press W Key
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the bottom of the screen.
The snake is not moving towards the top of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the W key.	The snake will begin to move towards the top of the screen.		

Postconditions

The snake is moving towards the top of the screen.

Test Case #: 4
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the bottom of the screen.
The snake is not moving towards the top of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the S Key	The snake will begin to move towards the bottom of the screen.		

Postconditions

The snake is moving towards the bottom of the screen.

Test Case #: 5
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the right side of the screen.
The snake is not moving towards the left side of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the A Key	The snake will begin to move towards the left side of the screen.		

Postconditions

The snake is moving towards the left side of the screen.

Test Case #: 6
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.

The user has chosen a difficulty.

The user is playing the game.

The snake is not moving towards the right side of the screen.

The snake is not moving towards the left of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the D Key	The snake will begin to move towards the right side of the screen.		

Postconditions

The snake is moving towards the right side of the screen.

Test Case #: 7
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the bottom of the screen.
The snake is not moving towards the top of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the Up Arrow Key	The snake will begin to move towards the top of the screen.		

Postconditions

The snake is moving towards the top of the screen.

Test Case #: 8
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the bottom of the screen.
The snake is not moving towards the top of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the Down Arrow Key	The snake will begin to move towards the bottom of the screen.		

Postconditions

The snake is moving towards the bottom of the screen.

Test Case #: 9
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the left side of the screen.
The snake is not moving towards the right side of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the Right Arrow Key	The snake will begin to move towards the right side of the screen.		

Postconditions

The snake is moving towards the right side of the screen.

Test Case #: 10
System: Snake Game
Designed By:
Executed By:
Short Description:

Test Case Name: Start Game
Subsystem:
Design Date:
Executed Date:

Preconditions:

The user has opened the game and is ready to play.
The user has chosen a difficulty.
The user is playing the game.
The snake is not moving towards the right side of the screen.
The snake is not moving towards the left side of the screen.

Step	Action	Expected system Response	Pass/ Fail	Comments
1	Press the Left Arrow Key	The snake will begin to move towards the left side of the screen.		

Postconditions

The snake is moving towards the left side of the screen.

Glossary

Precondition: A condition that has to be fulfilled before the test can begin.

Postcondition: A condition that will be fulfilled after a successful test.

W key: the w key on the keyboard.

S key: The s key on the keyboard.

A key: The a key on the keyboard.

D key: The d key on the keyboard.

Up Arrow Key: The up arrow on the keyboard.

Down Arrow Key: The down arrow on the keyboard.

Left Arrow Key: The left arrow on the keyboard.

Right Arrow Key: The right arrow on the keyboard.



