**Manuelle Tester**

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| **Test Case** | **Test Case Description** | **Test steps** | **Expected Result** |
| 1 | Check that game starts | 1) Run main.java | Start screen.  Game Does not crash. |
| 2 | Check that game start when clicking on start game button on start screen. | 1) Run main.java.  2) Click start game button on screen. | Game starts.  Game sound is playing.  Enemies are moving. |
| 3 | Visibility of status of the game. | Health or life meters are presented in the top left corner of the screen | Feedback about the status of life. |
| 4 | Navigation | The game follows the standard and conventions when using the keyboard keys. For instance, “A”, “W”, “S”, “D” and the arrow keys. | Moving and jumping functionally of the players. |
| 5 | Accessibility | Color contrast of the figures of the players are readable against the background for the majority of readers, but we should improve some of the figure’s colors and background, especially if we want to think about those people with visual impairments and color blindness. | Color contrast used in the game that is readable for everybody. |