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|  | **Unity 2022.1.0b2 (Beta)** |  |  |
|  | **Feature: Box Collider 2D** |  |  |
| **No.** | **Test Case** | **Media** | **Status** |
| **1** | **Edit Collider Option:** User can freely adjust the collider size when click on the control handle |  | Pass |
| **2** | **Edit Collider Option:** User can adjust collider size horizontally and vertically when click on the control handle and hold down the Alt key |  | Pass |
| **3** | **Edit Collider Option:** User can adjust collider size uniformly when click on the control handle and hold down the Shift key |  | Pass |
| **4** | **Material Option:** User can change to different physics material 2D to increase friction and the object should be less slippery |  | Pass |
| **5** | **Material Option:** User can change to different physics material 2D to decrease friction and the object should be more slippery |  | Pass |
| **6** | **Material Option:** User can change to different physics material 2D to increase bounciness and the object should be more bouncy |  | Pass |
| **7** | **Material Option:** User can change to different physics material 2D to decrease bounciness and the object should be less bouncy |  | Pass |
| **8** | **Is Trigger Option:** User can enable is trigger option and the player object should bypass platform collider object |  | Pass |
| **9** | **Is Trigger Option:** User can disable is trigger option and the player object should not bypass platform collider object |  | Pass |
| **10** | **Used By Effector Option:** User can enable is use by effector option and is trigger and add area effector 2D, the player can move forward to the right when collide |  | Pass |
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|  | **Conclusion:** Total there is 10 out 10 tests case passing for the Box Collider 2D feature |  |  |