No.	Test Case	SI. No.	Sub Test Case	Description	Resu
1	Spatial Navigation	1	Player Navigation	Arrow keys and shift must work. Running, walking and jumping of player must be fine!	Pass
		2	Terrain Development	The map must have hilly island and attractive terrain	Pass
		3	Huts spreaded	Huts must be spreaded in the map of village at appropriate locations	Pass
		4	Cubes dispersed	Each cube collection must yield one scorepoint all over	Pass
		5	Collecting Hearts in Huts	A heart must yield ten health points and every hut must have a heart inside it.	Pass
2	Mental Rotation	1	Cottage 1	Negative marking on wrong selection and positive on correct	Pass
		2	Cottage 2	Negative marking on wrong selection and positive on correct	Pass
		3	Cottage 3	Negative marking on wrong selection and positive on correct	Pass
		4	Difficulties	Tasks must be in increasing order of difficulty	Pass
		5	Score	Sucessful completion of tasks yields 2 positive points per stick and negative points otherwise.	Pass
3	Visual Search	1	Cottage 1	No negative marking anywhere. But, increase the count of distraction by one if the player enters the wrong room	Pass
		2	Cottage 2	No negative marking anywhere. But, increase the count of distraction by one if the player enters the wrong room	Pass
		3	Cottage 3	No negative marking anywhere. But, increase the count of distraction by one if the player enters the wrong room	Pass
		4	Difficulties	Every exercise must be of moderate difficulty level.	Pass
		5	Score	Sucessful completion of tasks yields 2 positive points per stick and negative points otherwise.	Pass
4	Visual Puzzle	1	Cottage 1	No negative marking. Player enters the room to find the odd one out of all the balls present in the room.	Pass
		2	Cottage 2	Same as above	Pass
6		3	Cottage 3	Same as above	Pass
		4	Difficulties	All the exercises must be of different level of difficulties.	Pass
		5	Score	Sucessful completion of tasks yields 2 positive points per stick and negative points otherwise.	Pass
	Miscellaneous	1	Score Count	Score counter must be on the top of the game screen and must keep correct count always. Score must be increased according to the ta	ask Pass
		2	Timer	Timer must be a cuntdown timer of 25 minutes. Game must automatically get over after 25 minutes.	Pass
		3	Game Over	No increase in score must be there once the game is over but the player can still move and explore the map	Pass
		4	Health	Health must be increased when one takes the heart in the hut	Pass