Test Cases for the Game

1 Timer

Test Case-1	System – Game
Test Case Name – Timer	By – Harsahil and Mojeeeb
Design Date- 13/06/2021	
Short Description – Setting the values for the timer to set the duration for the games	

Pre-Conditions
The timer is set to 1 minute.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Select the timer to 1 minute by selecting from the dropdown box	The game starts and the timer for 1 minute starts on top of the screen	Pass	
2	Play the game for 1 minute	Once 1 minute is over, the game is over and it gives the user the option to play again or go back.	Pass	
3	Check post-Conditions			

Post Conditions:
1- The timer shows on the top of the screen.
2- The game is over once the time is completed.

2 Movement of the character

Test Case-2	System – Game
Test Case Name – Movement of the character	Designed by – Harsahil and Mojeeb
Design Date- 13/06/2021	
Short Description – Check the Movements of the character	

Pre-Conditions:
The game is running.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Start the game	The Game Starts	Pass	
2	Check the movements of the character by pressing arrow Keys.	The character starts to move in the direction of the arrow keys pressed.	Pass	
3	Check post-Conditions			

Post Conditions
    1- The Character moves according to the keys pressed.

3 Life Cycle Of Worms

Test Case-3	System – Game
Test Case Name - Life Cycle Of Worms	Designed by – Harsahil and Mojeeb
Design Date- 13/06/2021	
Short Description – Demonstrating the four stages of life-cycle of worm.	

Pre-Conditions:
The game is running.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Start the Game.	The worms follow their life cycle by randomly spawning at first and going through their four stages before diminishing at the end.	Pass	
2	Check post-Conditions			

Post Conditions
    1-   The worms complete their life-cycle

4 Score Testing

Test Case-4	System – Game
Test Case Name – Score Testing	Designed by – Harsahil and Mojeeb

Design Date- 13/06/2021

Short Description – Displaying the Score of the user when he catches the worm and displaying it at the end.

Pre-Conditions
1- The game is running.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Start the game	The worm starts to spawn randomly.	Pass	
2	Start trying to catch the worms by 'Space' Button.	With every worm that the user catches the score increase by 1 and is displayed to the user simultaneously.	Pass.	
3	Keep catching the worms till the end of the game	The total score is displayed to the user at the end of the game.	Pass.	
4	Check Post-Conditions			

Post Conditions
1- The Score is displayed to the user simultaneously as he catches the worms.
2- At the end of the game, the total score is displayed to the user.