

Test Case										
Test Case ID	Test Type	Feature	Pre-condition	Test Steps	Expected Result	Actual Result	Pass/Fail	Severity	Priority	Tester
TC-01	Functional	game launch	Game installed on device	1. open the subway surfers app 2. wait for game to load	Game should open and main menu should appear	Game opens noramlly	Pass	Medium	High	Ajay chiran
TC-02	Functional	Gameplay Start	Game is on main screen	Tap "play" button	Character Start running	1-2 sec delay befor starting the run small lag appears, but game start	fail	Low	Low	Ajay chiran
TC-03	Positive	Character Movement	Game running	Swipe left while running	Character moves left lane	Character moves left noramlly	Pass	Medium	High	Ajay chiran
TC-04	Positive	Character Movement	Game running	Swipe right while running	Character moves right lane	Character moves right normally	Pass	Medium	High	Ajay chiran
TC-05	Positive	Character jump	Running	Swipe Up	Character Jumps	Sometimes jump delayed	Fail	Medium	High	Ajay chiran
TC-06	Positive	Roll	Running	Swipe down	Character rolls under obstacle	Slid works normally	Pass	Medium	Medium	Ajay chiran
TC-07	Functional	Coins	Coin present on track	Run over coin	Coin count increases	Some coins not collected even when touching them	Fail	Low	Medium	Ajay chiran
TC-08	Negative	Collision	Running	Run into obsti	Character crashes -- Game over screen	character collides normally	Pass	High	High	Ajay chiran
TC-09	Functional	Pause	Running	Tap pause button	Game pauses	Game auto-pauses sometimes while playing	Fail	Medium	Low	Ajay chiran
TC-10	Destructive/Negative	Connectivity	Game launched	Turn off WiFi while running	Game continues without crashing	Sometimes game slow down or auto-pauses when WiFi turns OFF	Fail	High	Medium	Ajay chiran
TC-11	Negative	Mission sytem	Mission oopup	1. Start running 2. Reach mission completion requirement 3. Observe if popup apers	Mission popup should aperrs after run ends, not during gameplay	Mission popup apperas while running and interrupts gamepaly	Fail	High	Medium	Ajay chiran
TC-12	Boost Behavior	Boost	Game running, Boost available	1. Start running 2. Collect a Boost 3. Observe character behavior during and after boost	Character should run fast, then return to normal smoothly	Character sometimes gets stuck after boost and too many coins (10-20) appears suddenly	Fail	High	High	Ajay chiran