GUI Test cases:-

* When character run than the voice of footsteps come.
* When character jump than the unique voice of jump is come.
* When the character jump in the water than the voice of falling water is come.
* When the character move blow the backdrop than the voice of fall of backdrop come.
* When the backbox start to move behind the character then the voice of its movement come.
* When the character come near to the moving saw then the voice of saw moving is come.
* When the character touch with the saw then the unique voice is come.
* When the backdrop fall on the character then there is unique voice come.
* The audio of music is come from start till end.

API Test Cases:-

* Footsteps Sound API Test Case:
* Test Objective: Verify that the API returns the sound of footsteps when the character runs.
* Test Data: Run action in the game.
* Expected Result: The API response contains the sound file for footsteps.
* Jump Sound API Test Case:
* Test Objective: Ensure that the API provides the unique jump sound when the character jumps.
* Test Data: Trigger a jump action in the game.
* Expected Result: The API response includes the sound file for jumping.
* Falling Water Sound API Test Case:
* Test Objective: Confirm that the API returns the falling water sound when the character jumps in water.
* Test Data: Simulate the character jumping in water.
* Expected Result: The API response contains the sound file for falling water.
* Fall of Backdrop Sound API Test Case:
* Test Objective: Validate that the API provides the sound of the backdrop falling when the character moves below it.
* Test Data: Character moves below a falling backdrop.
* Expected Result: The API response includes the sound file for the falling backdrop.
* Backdrop Movement Sound API Test Case:
* Test Objective: Verify that the API returns the sound of the backdrop's movement when it starts to move behind the character.
* Test Data: Backdrop starts moving behind the character.
* Expected Result: The API response contains the sound file for the backdrop's movement.
* Saw Moving Sound API Test Case:
* Test Objective: Ensure that the API provides the sound of the saw moving when the character is near it.
* Test Data: Character's proximity to a moving saw.
* Expected Result: The API response includes the sound file for the saw's movement.
* Unique Sound when Character Touches Saw API Test Case:
* Test Objective: Confirm that the API returns a unique sound when the character touches the saw.
* Test Data: Character touches the saw.
* Expected Result: The API response contains the unique sound for touching the saw.
* Unique Sound when Backdrop Falls on Character API Test Case:
* Test Objective: Validate that the API provides a unique sound when the backdrop falls on the character.
* Test Data: Backdrop falls on the character.
* Expected Result: The API response includes the unique sound for the backdrop falling on the character.
* Continuous Music API Test Case:
* Test Objective: Ensure that the API continuously provides the background music from start to end.
* Test Data: Game starts.
* Expected Result: The API response contains the continuous music that plays throughout the game.
* Error Handling API Test Case:
* Test Objective: Verify how the API handles invalid or unexpected requests.
* Test Data: Send a malformed or unsupported request to the API.
* Expected Result: The API should return an appropriate error response, such as a 4xx or 5xx status code, indicating the request was invalid.