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| --- | --- |
| Game Title | Runners High |
| Game Genre | Platformer |
| Game Play | Jumping and sliding around obstacles |
| Number of Levels | 2 |
| Game Win Condition | Reach the goal and jump into it |
| Game Lose Condition | Fall does and lose all your lives |

**UAT Test Cases**

Tester Name:\_\_\_\_\_\_\_\_\_\_ Test Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- |
| Sno. | Test description (Examples) | Yes/No | Severity of the defect | Summary of the defect |
| 1. | Player jumps when space is pressed |  |  |  |
| 2. | Player moves faster when shift is being held down |  |  |  |
| 3. | Player slides when ctrl is held down |  |  |  |
| 4. | Collision between the player and the goal object sends the player to the next stage/win screen |  |  |  |
| 5. | Collision between the player and the green ground causes the player to lose a life and get sent back to the spawn point |  |  |  |
| 6. | Holding shift while sliding makes the player slide faster |  |  |  |
| 7. | Player is able to wall jump after jumping once and in collision with a wall |  |  |  |
| 8. | Player slows down when exhausted/stamina is low |  |  |  |
| 9. | Player is unable to sprint when exhausted/stamina is low |  |  |  |
| 10. | Stamina increases when player is at a standstill |  |  |  |