What is a Test case?

A test case is a document, which has a set of test data, preconditions, expected results and post conditions, developed for a particular test scenario in order to verify compliance against a specific requirement. Test Case acts as the starting point for the test execution, and after applying a set of input values, the application has a definitive outcome and leaves the system at some end point or also known as execution post condition.

Example of test case reporting:

For the below example here is what is being said in the chart: The QA tester needs to check an input field that can accept maximum of 10 characters. The test case statement says: Verify **that the input field that can accept maximum of 10 characters.** To test it the QA person will: Use **GameMaker by** logging in to application and key in 10 characters to **demonstrate if the application accepts all 10 characters.**

We break that down in the chart below:

Test Case ID	Scenario/Test Case	Test Step Description	Expected Result	Actual Result	Status	Comment
1	Verify that the input field that can accept maximum of 10 characters	Login to application and key in 10 characters	Application should be able to accept all 10 characters.	Application accepts all 10 characters.	Pass	

If the expected result doesn't match with the actual result, then we log a defect. The defect goes through the defect life cycle and the testers address the same after fix.

**It is important to note that usually test cases are created based on "Use Cases". An example of use cases (how your user will use the product) is here: https://app.assembla.com/wiki/show/tank_wars/Use_Cases

The following website is actual test cases for an application: https://app.assembla.com/spaces/tank_wars/wiki/Test_Cases

They break each one down the same way their format is slightly different. Either format works fine. You must think of everything your game does which will vary based on the complexity of your game but here are just a few examples: title screen, menu button, help screen, player movement (each movement on a separate line), melee, projectiles, enemy movement, inventory, item collection, player selection, player customization, advancement from one level to the next, end screen, text, backgrounds, music, sound effects, buttons, platforms/walls being solid- every single thing in your game needs a test case.