Test Case Name: [1]	Play Co-op		Test Case Name: [2]	Co-Op: Spawn Player's Ship
Test ID:	1		Test ID:	1
Setup:	Player is currently in the main menu of the game		Setup:	Game has started
ID	Test Step/Substep		ID	Test Step/Substep
1	Test player button click on "Play Co-Op"		1	Spawner steps through items that need to be spawned.
2	Test loading of lobby		2	
Expected Results	Player has entered the Co-Op lobby		Expected Results	Player's ship has spawned.
Execution Summary			**Execution Summary**	
Status:			Status:	
Tester:			Tester:	
Date Completed:			Date Completed:	
Test Case Name: [3]	Play Team Deathmatch		Test Case Name: [4]	Co-Op: Spawn Players
Test ID:	2		Test ID:	1
Setup:	Player is currently in the main menu of the game		Setup:	Game has started
ID	Test Step/Substep		ID	Test Step/Substep
1	Test player button click on "Play Team Deathmatch"		1	Spawner steps through items that need to be spawned.
2	Test loading of lobby		2	
Expected Results	Player has entered the Team Deathmatch lobby		Expected Results	Players have been spawned.
Execution Summary			**Execution Summary**	
Status:			Status:	
Tester:			Tester:	
Date Completed:			Date Completed:	
Test Case Name: [5]	Open Options		Test Case Name: [6]	Co-Op: Spawn NPC Ships
Test ID:	3		Test ID:	1
Setup:	Player is currently in the main menu of the game		Setup:	Game has started
ID	Test Step/Substep		ID	Test Step/Substep
1	Test player button click on "Options"		1	Spawner steps through items that need to be spawned.
2	Test loading of Options menu		2	
Expected Results	Player has entered the Options menu or Options menu has popped up		Expected Results	NPC ships have spawned.
Execution Summary			**Execution Summary**	
Status:			Status:	
Tester:			Tester:	
Date Completed:			Date Completed:	
Test Case Name: [7]	Sound in Options Menu		Test Case Name: [8]	Co-Op: Spawn Space Station
Test ID:	4		Test ID:	1
Setup:	Player is currently in the Options menu of the game		Setup:	Game has started
ID	Test Step/Substep		ID	Test Step/Substep
1	Test that sound volume goes up accordingly		1	Spawner steps through items that need to be spawned.
2	Test that sound volume goes down accordingly		2	

Expected Results	Player successfully raises or lowers the volume			Expected Results	Space Station has spawned.
Execution Summary				**Execution Summary**	
Status:				Status:	
Tester:				Tester:	
Date Completed:				Date Completed:	
Test Case Name: [9]	View Leaderboard			**Test Case Name:**	Co-Op: Spawn NPC Characters
Test ID:		5		**Test ID:**	1
Setup:	Player is currently in the main menu of the game			**Setup:**	Game has started
ID	**Test Step/Substep**			**ID**	**Test Step/Substep**
1	Test player button click on "View Leaderboard"			1	Spawner steps through items that need to be spawned.
2	Test loading of Leaderboard			2	
Expected Results	Leaderboard is displayed to player			Expected Results	NPC characters have spawned.
Execution Summary				**Execution Summary**	
Status:				Status:	
Tester:				Tester:	
Date Completed:				Date Completed:	
Test Case Name: [10]	Exit Game from Menu			**Test Case Name:**	Co-Op: Spawn Junk
Test ID:		6		**Test ID:**	1
Setup:	Player is currently in the main menu of the game			**Setup:**	Game has started
ID	**Test Step/Substep**			**ID**	**Test Step/Substep**
1	Test player button click on "Exit"			1	Spawner steps through items that need to be spawned.
2	Test exiting of game			2	
Expected Results	Game has completely closed and exited			Expected Results	Junk has spawned.
Execution Summary				**Execution Summary**	
Status:				Status:	
Tester:				Tester:	
Date Completed:				Date Completed:	
Game Modes				**Test Case Name:**	Co-Op: Spawn Background
				Test ID:	1
Test Case Name: [11]	Co-Op End Condition: Team Wins			**Setup:**	Game has started
Test ID:		7		**ID**	**Test Step/Substep**
Setup:	Player is currently in Co-Op game mode and their team has won			1	Spawner steps through items that need to be spawned.
ID	**Test Step/Substep**			2	
1	Test team has entered win state after meeting win condition			Expected Results	Background has spawned.
2					
Expected Results	Team enters win state			**Execution Summary**	
				Status:	
Execution Summary				Tester:	
Status:				Date Completed:	

			Test Case Name:	Team Deathmatch: Spawn Team 1 Ships
Tester:				
Date Completed:			Test ID:	1
			Setup:	Game has started
Test Case Name: [12]	Co-Op End Condition: Team Loses		ID	Test Step/Substep
Test ID:	7		1	Spawner steps through items that need to be spawned.
Setup:	Player is currently in Co-Op game mode and their team has lost		2	
ID	Test Step/Substep		Expected Results	Team 1 ships have spawned.
1	Test team has entered lose state after opposing team meets win condition			
2			Execution Summary	
Expected Results	Team enters lose state		Status:	
			Tester:	
Execution Summary			Date Completed:	
Status:				
Tester:			Test Case Name:	Team Deathmatch: Spawn Team 2 Ships
Date Completed:			Test ID:	1
			Setup:	Game has started
Test Case Name: [13]	Planting Bomb		ID	Test Step/Substep
Test ID:	8		1	Spawner steps through items that need to be spawned.
Setup:	Player is in Team Deathmatch on an enemy ship and has a bomb		2	
ID	Test Step/Substep		Expected Results	Team 2 ships have spawned.
1	Test player possession of bomb			
2	Test player planting bomb on enemy ship		Execution Summary	
Expected Results	A bomb is successfully planted on target ship		Status:	
			Tester:	
Execution Summary			Date Completed:	
Status:				
Tester:			Test Case Name:	Team Deathmatch: Spawn Team 1 Players
Date Completed:			Test ID:	1
			Setup:	Game has started
Test Case Name: [14]	Bomb Timer		ID	Test Step/Substep
Test ID:	9		1	Spawner steps through items that need to be spawned.
Setup:	A bomb has been planted on a ship		2	
ID	Test Step/Substep		Expected Results	Team 1 players have spawned.
1	Test bomb is properly planted			
2	Test bomb timer starts counting down		Execution Summary	
Expected Results	A bomb that has been planted begins its countdown		Status:	
			Tester:	
Execution Summary			Date Completed:	
Status:				
Tester:			Test Case Name:	Team Deathmatch: Spawn Team 2 Players
Date Completed:			Test ID:	1
			Setup:	Game has started
Test Case Name: [15]	Bomb Detonation		ID	Test Step/Substep
Test ID:	10		1	Spawner steps through items that need to be spawned.
Setup:	Bomb has been planted, timer has reached limit			

ID	Test Step/Substep
1	Test bomb has not been interrupted
2	Test bomb detonation at end of timer
Expected Results	A bomb is detonated at the end of it's timer and destroys ship

Execution Summary

Status:	
Tester:	
Date Completed:	

Test Case Name: [16]	Bomb Interruption
Test ID:	11
Setup:	Planted bomb is somehow interrupted

ID	Test Step/Substep
1	Test interrupting bomb
2	Test timer has stopped
Expected Results	An interrupted bomb stops its timer and does not detonate

Execution Summary

Status:	
Tester:	
Date Completed:	

Test Case Name: [17]	Team Destroys Ship
Test ID:	12
Setup:	Players are in Team Deathmatch; one team destroys an enemy ship

ID	Test Step/Substep
1	Test ship is destroyed
2	Test team that destroyed ship earns a point
Expected Results	Ship is destroyed and team earns a point

Execution Summary

Status:	
Tester:	
Date Completed:	

Test Case Name: [18]	Bomb Destroys Ship
Test ID:	12
Setup:	Players are in Team Deathmatch; bomb destroys a ship

ID	Test Step/Substep
1	Test ship is destroyed
2	Test team that planted bomb earns 3 points
Expected Results	Ship is destroyed and team earns 3 points

Execution Summary

2	
Expected Results	Team 2 players have spawned.

Execution Summary

Status:	
Tester:	
Date Completed:	

Test Case Name:	Co-Op: Post Game Win Screen
Test ID:	1
Setup:	Game has ended

ID	Test Step/Substep
1	Post game screen is generated.
2	Win declaration is displayed on the post game screen
Expected Results	Post game win screen is generated.

Execution Summary

Status:	
Tester:	
Date Completed:	

Test Case Name:	Co-Op: Post Game Loss Screen
Test ID:	1
Setup:	Game has ended

ID	Test Step/Substep
1	Post game screen is generated.
2	Loss declaration is displayed on the post game screen
Expected Results	Post game loss screen is generated.

Execution Summary

Status:	
Tester:	
Date Completed:	

Test Case Name:	Team Deathmatch: Post Game Win Screen
Test ID:	1
Setup:	Game has ended

ID	Test Step/Substep
1	Post game screen is generated.
2	Win declaration is displayed on the post game screen
Expected Results	Post game win screen is generated.

Execution Summary

Status:	
Tester:	

Status:

Tester:

Date Completed:

Date Completed:

Test Case Name: Team Deathmatch: Post Game Loss Screen

Test ID: 1

Test Case Name: [19] Deathmatch End Condition: Team Wins

Setup: Game has ended

Test ID: 13

ID	Test Step/Substep
1	Post game screen is generated.
2	Loss declaration is displayed on the post game screen
Expected Results	Post game loss screen is generated.

Setup: Team is in Team Deathmatch and reach end condition

ID	Test Step/Substep
1	Test end condition is reached
2	Test team enters win state after reaching end condition
Expected Results	Team enters win state

Execution Summary

Status:

Tester:

Execution Summary

Status:

Tester:

Date Completed:

Date Completed:

Test Case Name: Co-Op: Post Game Stats

Test ID: 1

Test Case Name: [20] Deathmatch End Condition: Team Loses

Setup: Game has ended

Test ID: 13

ID	Test Step/Substep
1	Post game screen is generated.
2	Post game stats are displayed on the post game screen.
Expected Results	Post game stats are displayed.

Setup: Team is in Team Deathmatch and End Condition is reached by opposing team

ID	Test Step/Substep
1	Test end condition is reached by opposing team
2	Test team enters lose state after opposing team reaches end condition
Expected Results	Team enters lose state

Execution Summary

Status:

Tester:

Execution Summary

Status:

Tester:

Date Completed:

Date Completed:

Test Case Name: Team Deathmatch: Post Game Stats

Test ID: 1

Setup: Game has ended

ID	Test Step/Substep
1	Post game screen is generated.
2	Post game stats are displayed on the post game screen.
Expected Results	Post game stats are displayed.

Execution Summary

Status:

Tester:

Date Completed:

Test Case Name: Co-Op: Post Game Exit

Test ID: 1

Setup: Game has ended

ID	Test Step/Substep

			1	Post game screen exit button is generated
			2	Exit button returns player to the Co-Op lobby
			Expected Results	Exit button returns player to the Co-Op lobby
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Team Deathmatch: Post Game Exit
			Test ID:	1
			Setup:	Game has ended
			ID	**Test Step/Substep**
			1	Post game screen exit button is generated
			2	Exit button returns player to the Team Deathmatch lobby
			Expected Results	Exit button returns player to the Team Deathmatch lobby
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Co-Op: In-Game Menu
			Test ID:	1
			Setup:	Game is in progress
			ID	**Test Step/Substep**
			1	"Esc" key displays the In-Game Menu
			2	
			Expected Results	In-Game Menu is displayed.
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Co-Op: In-Game Menu Resume
			Test ID:	1
			Setup:	Game is in progress
			ID	**Test Step/Substep**
			1	In-Game Menu "Resume" button hides the menu
			2	
			Expected Results	In-Game Menu is hidden.
			Execution Summary	
			Status:	

			Tester:	
			Date Completed:	
			Test Case Name:	Co-Op: In-Game Menu Options
			Test ID:	1
			Setup:	Game is in progress
			ID	**Test Step/Substep**
			1	In-Game Menu "Options" button displays the options menu
			2	
			Expected Results	Options menu is displayed
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Co-Op: In-Game Menu Options Return
			Test ID:	1
			Setup:	Game is in progress
			ID	**Test Step/Substep**
			1	Options "Return" button hides the options menu
			2	
			Expected Results	Options menu is hidden
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Co-Op: In-Game Menu Exit
			Test ID:	1
			Setup:	Game is in progress
			ID	**Test Step/Substep**
			1	In-Game Menu "Exit" button returns the player to the lobby
			2	
			Expected Results	Player is returned to the Co-Op lobby
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Team Deathmatch: In-Game Menu
			Test ID:	1
			Setup:	Game is in progress

			ID	Test Step/Substep
			1	"Esc" key displays the In-Game Menu
			2	
			Expected Results	In-Game Menu is displayed.
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Team Deathmatch: In-Game Menu Resume
			Test ID:	1
			Setup:	Game is in progress
			ID	Test Step/Substep
			1	In-Game Menu "Resume" button hides the menu
			2	
			Expected Results	In-Game Menu is hidden.
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Team Deathmatch: In-Game Menu Options
			Test ID:	1
			Setup:	Game is in progress
			ID	Test Step/Substep
			1	In-Game Menu "Options" button displays the options menu
			2	
			Expected Results	Options menu is displayed
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Team Deathmatch: In-Game Menu Options Return
			Test ID:	1
			Setup:	Game is in progress
			ID	Test Step/Substep
			1	Options "Return" button hides the options menu
			2	
			Expected Results	Options menu is hidden
			Execution Summary	

			Status:	
			Tester:	
			Date Completed:	
			Test Case Name:	Team Deathmatch: In-Game Menu Exit
			Test ID:	1
			Setup:	Game is in progress
			ID	**Test Step/Substep**
			1	In-Game Menu "Exit" button returns the player to the lobby
			2	
			Expected Results	Player is returned to the Team Deathmatch lobby
			Execution Summary	
			Status:	
			Tester:	
			Date Completed:	

[1] Use case name
-Wesley Slates

[2] Use case name
-Wesley Slates

[3] Use case name
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[4] Use case name
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