

STEMWorld Educational Services Test Case Template

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| **Project Name: Learn City** | |
| **Test Case Template** | |
| **Test Case ID:** TreasureHunt | **Test Designed by:** Brijesh |
| **Test Priority (Low/Medium/High):** Med | **Test Designed date:** 17/8/2022 |
| **Module Name:** In Game Menu | **Test Executed by:** Brijesh |
| **Test Title:** Verify that In Game Menu is working | **Test Execution date:** 18/8/2022 |
| **Description:** game functionality (apk test only) |  |
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| **Pre-conditions:** In Game Menu is working fine | |
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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | Hover over the Pause button | Clicking on the pause button | New panel should get activated with 3 option. Resume, main menu, exit | Actual result is same as the expected. | Pass |  |
| 2 | Hover over the resume button | Click on the resume button | Pause panel should get deactivated and player should return to the game | Player does get back to the game and panel gets deactivated. | Pass |  |
| 3 | Hover over the main menu button | Click on the main menu button | Player directed to the initial main menu | Actual result is the same expected result. | Pass |  |
| 4 | Hover over the quit button | Click on the quit button | Game gets quit and closed | Game quits | Pass |  |

**Post-conditions:**

In Game Menu works fine