

STEMWorld Educational Services Test Case Template

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| **Project Name: Learn City** | |
| **Test Case Template** | |
| **Test Case ID:** Treasurehunter | **Test Designed by:** Brijesh |
| **Test Priority (Low/Medium/High):** Med | **Test Designed date:** 02/08/2022 |
| **Module Name:** Main Menu | **Test Executed by:** Brijesh |
| **Test Title:** Functionality checking for Main Menu | **Test Execution date:** 03/08/2022 |
| **Description:** Testing Main Menu of the game treasure hunter |  |
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| **Pre-conditions:** The menus are working fine. | |
| **Dependencies:** All the levels are unique and does not depend on one another. | |

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| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| 1 | Hover over to play button | Click on the play button | A menu should disappear and there should be another panel with 4 different option of difficulty level and back button. | It is the same as the expected result. | Pass |  |
| 2 | Hover over to option button | Click on the option button | Another panel should open with volume bar and the back button and when click on back it should direct us back to the main menu | Another panel comes up with volume bar and back button. But when click on the back-button option panel gets disappear but main menu does not show up. | fail |  |
| 3 | Hover over quit button | Click on the Quit button | Quits from the game | It quits the player from the game | Pass |  |

**Post-conditions:**

The in-game menu has one minor bug when we hit back button main menu needs to set active again.