



**ÇANKAYA UNIVERSITY
FACULTY OF ENGINEERING
COMPUTER ENGINEERING DEPARTMENT**

Project Test Result

Version 1

CENG 408

Innovative System Design and Development II

CAMPUS KART RACING GAME

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1. Test Results

TC ID	Requirements	Priority	Result	Description
GUI.PSP.BTN	3.2.1	H	Pass	Select "Play Single Player" button. After selecting, "Set Nick Name" will be displayed
GUI.PMP.BTN	3.2.2	H	Pass	Select " Play Multi Player " button. After selecting, "Game Lobby" will be displayed
GUI.CST.BTN	3.2.3	H	Pass	Select " Customization " button. After selecting "Color" and "Part",the customization will be displayed
GUI.OPT.BTN	3.2.4	H	Pass	Select " Options " button. After selecting, "Game Settings Panel" will be displayed
GUI.EXT.BTN	3.2.5	H	Pass	Select " Exit" button. After selecting, the game will be closed.
GUI.PAU.BTN	3.2.6	M	Pass	Select " Pause" button. Pause the game if it is in the single player mode.

GUI.CNT.BTN	3.2.7	M	Pass	Select “continue” button. Continue the game if it is in the single player mode.
GUI.MSC.BTN	3.2.8	L	Pass	Select “Music On/Off” button. After selecting, the music will be closed or opened
GUI.SND.BTN	3.2.9	L	Pass	Select “SoundOn/Off” button. After selecting, the sound effects will be closed or opened
GUI.CLR.BTN	3.2.10	H	Pass	Select “Color” button. After selecting, the car color effects will change.
GUI.CGN.BTN	3.2.11	H	Pass	Select “Part “ button. After selecting, the part will be added to the vehicle.
GUI.NCK.BTN	3.2.12	H	Pass	Select “Set Nickname “ button. After selecting, the player has a nickname.

2. Summary

Priority	TCs	Run	Passed	Failed
H	8	8	8	0
M	2	2	2	0
L	2	2	2	0

3. Exit Criteria

Criteria	Met or Not
%100 of test cases are executed	M
%100 of test cases passed	M
All high medium and low priority test cases passed	M

4. Conclusion

All test results are executed and are passed. The game will be updated in next releases.