

# ***TEST PLAN***

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*HR Simulation Platform for Risk Management Education*

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# 1. INTRODUCTION

## 1.1 Version Control

Version No	Description of Changes	Date
1.0	First Version	May 27, 2021

## 1.2 Overview

HRSm use case: Tests will be made in accordance with the use of human resources and managers, who are the users of the specified features of SRS and SDD.

## 1.3 Scope

This document includes the test plan corresponding to the test plan of use cases, test design specifications and test cases.

## 1.4 Terminology

Acronym	Definition
GUI	Graphical User Interface (GUI)
TM	Training Mode
OM	Office Mode

## 2. FEATURES TO BE TESTED

This section lists and gives a brief description of all the components to be tested such as animations, widgets, buttons etc. For each component there will be a Test Design Specification added at the end of this document.

### 2.1 Graphical User Interface (GUI )

In this project graphical user interface components are used and are divided into 7 parts which options, Login, Profile, Training, office mode. Each part of the GUI also contains smaller parts. The GUI part contains testing of the functions of GUI components which are utilized in the project such as panels, buttons , etc.

### 2.2 Training Mode

This part includes test cases and test plans for Training Mode. This part includes test cases and test plans for Training Mode. Training Mode includes a quiz panel and practice scene. The expectation from participants is to understand how to take a quiz and use the buttons.

### 2.3 Office Mode

This part includes test cases and test plans for Office Mode. In this mode, participants shall explore and interact with the virtual world. Moreover, the user must take the quizzes. Testing of the stated requirements will be formed in this document. HRSim: Human Resource Simulation VR in Office mode Conditions.

## 3. ITEM PASS/FAIL CRITERIA

### 3.1 PASS Criteria

Some conditions of testing the product are considered successful. These are:

- 100% of the test cases are executed.
- 95% of the test cases passed.
- Interval between %90 and %95 rate of the test case is tolerable.

- All High and Medium Priority test cases passed.

### **3.2 FAIL Criteria**

- If the rate of the test case is less than 90%, the test is failed.

## **4. REFERENCES**

[1] Group13\_SRS, December of 2, 2020

[2]Group13\_SDD, December of 24,2020

## **5. TEST DESIGN SPECIFICATIONS**

### **5.1 Graphical User Interface(GUI)**

#### **5.1.1 Subfeatures to be tested**

##### **5.1.1.1 New Game Button (GUI.NG\_BTN)**

Participants can start a new game by clicking the “New Game Button”.

##### **5.1.1.2 Settings Button(GUI.Set\_BTN)**

Participants can change settings by clicking “Settings Button”.

##### **5.1.1.3 Quit Button (GUI.QT\_BTN)**

Participants can close the application by selecting the “Quit” button.

##### **5.1.1.4 Pause Button (GUI.PAU\_BTN)**

Users can pause simulation by clicking the “Pause” button.

##### **5.1.1.5 Continue Button (GUI.CNT\_BTN)**

Users can continue simulation by clicking the “Continue” button.

##### **5.1.1.6 Change Volume Settings Button (GUI.CVS\_BTN)**

Users can adjust volume by clicking the “Volume Setting” button.

##### **5.1.1.7 Display Instructions Button (GUI.DI\_BTN)**

Users can gain information about how to use the simulation by clicking the “Display Instruction” button. This button displays a panel which contains instructions about how to use the simulation and VR.

##### **5.1.1.8 Exit Button (GUI.Ext\_BTN)**

Participants are redirected to the main level by selecting the “Exit” button.

### 5.1.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
GUI.NG_BTN_BTN.01	3.2	H	Click on the “New Game” button. It will start the office game mode.

TC ID	Requirements	Priority	Scenario Description
GUI.Set_BTN_BTN.01	3.2	H	Click on the “Settings” button. The volume settings will appear.

TC ID	Requirements	Priority	Scenario Description
GUI.QT_BTN_BTN.01	3.2	H	Click on the “Quit Button” button. The program will be terminated.

TC ID	Requirements	Priority	Scenario Description
GUI.Pau_BTN_BTN.01	3.2	H	Click on the “Pause” button. The game will be stopped.

TC ID	Requirements	Priority	Scenario Description
GUI.CNT_BTN_BTN.01	3.2	H	Click on the “Continue” button. It will continue where it stopped.



TC ID	Requirements	Priority	Scenario Description
<b>GUI.CVS_BTN_BTN.01</b>	3.2	H	Click on the “Change Volume Settings” button. It will increase/decrease volume.

TC ID	Requirements	Priority	Scenario Description
<b>GUI.DI_BTN_BTN.01</b>	3.2	H	Click on the “Display Instruction ” button. It will show the vr manual instruction.

TC ID	Requirements	Priority	Scenario Description
<b>GUI.Ext_BTN.01</b>	3.2	H	Click on the “Exit” button, then the panel will be closed.

## 5.2 Training Mode

### 5.2.1.1 Display Options Button (TM.DOB\_BTN)

The Participant can see the continue,pause, volume, etc clicking via Options button.

### 5.2.1.2 Display Instruction Button (TM.DIB\_BTN)

Users can gain information about how to use the simulation by clicking the “Display Instruction” button. This button displays a panel which contains instructions about how to use the simulation and VR.

### 5.2.1.3 Skip Training Button (TM.STB\_BTN)

The participant can click the skip training by clicking that button.

### 5.2.1.4 Exit Button (TM.EXT\_BTN)

The participant can exit from training mode by clicking the exit button.

## 5.2.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
TM.DOB_BTN.01	3.2	H	Click on the “Display Options” button, the participant will see the options panel.

TC ID	Requirements	Priority	Scenario Description
TM.DIB_BTN.01	3.2	H	Click on the “Display Instruction ” button. It will show the vr manual instruction.

TC ID	Requirements	Priority	Scenario Description
TM.STB_BTN.01	3.2	H	Click on the “Skip training” button, the training will be terminated and the main panel will be displayed.

TC ID	Requirements	Priority	Scenario Description
TM.EXT_BTN.01	3.2	H	Click on the “Exit” button, the main panel will be displayed.

## 5.3 Office Mode

### 5.3.1.1 Display Options Button (OM.DOB\_BTN)

The participant can see the options by clicking the display options button.

### 5.3.1.2 Question Index Button (OM.QIB\_BTN)

Users go to the question with the same index number with this button.

### 5.3.1.3 Finish Button (OM.F\_BTN)

Users can finish the Quiz by clicking “Finish Button”.

#### 5.3.1.4 Restart Button (OM.ReB\_BTN)

Users can reload the level.

#### 5.3.1.5 Quit Button (OM.QTB\_BTN)

Participants can close the application by selecting the “Quit” button.

#### 5.3.1.6 Check Box Quiz One(OM.CBWO\_BTN)

With this button, the user selects the correct option for the Quiz1.

#### 5.3.1.7 Check Box Quiz Two(OM.CBQT\_BTN)

With this button, the user selects the correct option for the Quiz2.

#### 5.3.1.8 Check Box Quiz Three(OM.CBQH\_BTN)

With this button, the user selects the correct option for the Quiz3.

#### 5.3.1.9 Check Box Quiz Four(OM.CBQF\_BTN)

With this button, the user selects the correct option for the Quiz4.

#### 5.3.1.10 Check Box Quiz Five(OM.CBQFI\_BTN)

With this button, the user selects the correct option for the Quiz5.

#### 5.3.1.11 Next Button (OM.N\_BTN)

By clicking to the “Next Button”, the user can move on to the next question.

#### 5.3.1.12 Previous Button (OM.P\_BTN)

By clicking to the “Previous Button”, the user can move on to the previous question.

### 5.3.2 Test Cases

TC ID	Requirements	Priority	Scenario Description
OM.DOB_BTN.01	3.2	H	Click on the “Display Option” button, The participant can see the options.

TC ID	Requirements	Priority	Scenario Description
OM.QIB_BTN.01	3.2	H	Click on the “Question Index” button, Users go to the question with the same index number.

TC ID	Requirements	Priority	Scenario Description
OM.F_BTN.01	3.2	H	Click on the “Finish” button, Users can finish the Quiz.

TC ID	Requirements	Priority	Scenario Description
OM.ReB_BTN.01	3.2	H	Click on the “Restart” button, users can reload the level.

TC ID	Requirements	Priority	Scenario Description
OM.QTB_BTN.01	3.2	H	Click on the “Quit” button, Participants can close the application.

TC ID	Requirements	Priority	Scenario Description
OM.CBWO_BTN.01	3.2	H	Click on the “Check Box Quiz One” button, the user selects the correct option for the Quiz1.

TC ID	Requirements	Priority	Scenario Description
OM.CBQT_BTN.01	3.2	H	Click on the “Check Box Quiz Two” button, the user selects the correct option for the Quiz2.

TC ID	Requirements	Priority	Scenario Description
OM.CBQH_BTN.01	3.2	H	Click on the “Check Box Quiz Three” button, the user selects the correct option for the Quiz3.

TC ID	Requirements	Priority	Scenario Description
OM.CBQF_BTN.01	3.2	H	Click on the “Check Box Quiz Four” button, the user selects the correct option for the Quiz4.

TC ID	Requirements	Priority	Scenario Description
OM.CBQFI_BTN.01	3.2	H	Click on the “Check Box Quiz Five” button, the user selects the correct option for the Quiz5.

TC ID	Requirements	Priority	Scenario Description
OM.N_BTN.01	3.2	H	Click on the “Next” button, the user can move on to the next question.

TC ID	Requirements	Priority	Scenario Description
OM.P_BTN.01	3.2	H	Click on the “Previous” button, the user can move on to the previous question.

## 6. Detailed Test Cases

### 6.1 GUI.ING\_BTN

<b>TC_ID</b>	GUI.ING_BTN
<b>Purpose</b>	Starting the quiz
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	Add User test cases should pass.
<b>Setup</b>	-
<b>Procedure</b>	[A01] Click on the “New Game” button.

### 6.2 GUI.Set\_BTN

<b>TC_ID</b>	GUI.Set_BTN
<b>Purpose</b>	Opening the setting page.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The settings page should be loaded.
<b>Setup</b>	The volume setting should be loaded.
<b>Procedure</b>	[A01] Go to the menu widget(buttons).
	[A02] Click on the “Settings” buttons.
	[V01] Observe that the settings widget is loaded successfully and the volume settings should appear.
<b>Cleanup</b>	Exit

### 6.3 GUI.QT\_BTN

<b>TC_ID</b>	GUI.QT_BTN.01
<b>Purpose</b>	Exit from the simulation
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	3 Minutes
<b>Dependency</b>	The simulation should be terminated.
<b>Setup</b>	The simulation will be closed.
<b>Procedure</b>	[A01] Click the “Quit” button from the main menu.
	[V01] The simulation program will be closed.
<b>Cleanup</b>	Logout and Exit

### 6.4 GUI.PAU\_BTN.01

<b>TC_ID</b>	GUI.PAU_BTN.01
<b>Purpose</b>	Pause the simulation.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	5 Minutes
<b>Dependency</b>	The simulation should be terminated.
<b>Setup</b>	Simulation will pause.
<b>Procedure</b>	[A01] Click the “Pause” button from the main menu.
	[V01] The simulation program will be paused.

<b>Cleanup</b>	Exit.
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## 6.5 GUI.CNT\_BTN.01

<b>TC_ID</b>	GUI.CNT_BTN.01
<b>Purpose</b>	Simulation will continue.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	5 Minutes
<b>Dependency</b>	The simulation should be terminated.
<b>Setup</b>	Users can adjust volume by clicking the “Volume Setting” button.
<b>Procedure</b>	[A01]Click the “Continue” button from the main menu.
	[V01] The simulation program will continue.
<b>Cleanup</b>	Exit.

## 6.6 GUI.CVS\_BTN.01

<b>TC_ID</b>	GUI.CVS_BTN.01
<b>Purpose</b>	Users can adjust volume.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	5 Minutes
<b>Dependency</b>	The current page should be terminated.
<b>Setup</b>	Changing the volume.



<b>Procedure</b>	[A01] Go to the simulation page.
	[A02] Click the “Volume Setting” button.
	[A03] Adjust the volume.
	[V01] Observe that volume adjusting is successful.
<b>Cleanup</b>	Return to the previous page.

## 6.7 GUI.DI\_BTN.01

<b>TC_ID</b>	GUI.DI_BTN.01
<b>Purpose</b>	Displays a panel which contains instructions about how to use the simulation and VR.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	5 Minutes
<b>Dependency</b>	Users should log in to the simulation.
<b>Setup</b>	Users get information about how to use the simulation.
<b>Procedure</b>	[A01]Login to the simulation.
	[A02] Click “Display Instructions Button.”
	[V01]User displays the instructions.
<b>Cleanup</b>	Exit.

## 6.8 GUI.EXT\_BTN.01

<b>TC_ID</b>	GUI.EXT_BTN.01
<b>Purpose</b>	Closing the current page.
<b>Requirements</b>	3.2
<b>Priority</b>	High.

<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The current page should be terminated.
<b>Setup</b>	Return to the main page.
<b>Procedure</b>	[A01] Click the options button.
	[A02] Click the exit button
	[V01] observes that the user must return to the main page.
<b>Cleanup</b>	Logout

## 6.9 TM.DOB\_BTN.01

<b>TC_ID</b>	TM.DOB_BTN.01
<b>Purpose</b>	Displaying the option panel.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	Simulation must be started.
<b>Setup</b>	The user must be logged in.
<b>Procedure</b>	[A01] Click the “Display Options Button”.
	[V01] Option panel appears on the screen.
<b>Cleanup</b>	Exit

## 6.10 TM.DIB\_BTN

<b>TC_ID</b>	TM.DIB_BTN.01
<b>Purpose</b>	Displaying instructions.
<b>Requirements</b>	3.2

<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The level should be loaded.
<b>Setup</b>	-
<b>Procedure</b>	[A01] See the instruction button.
	[V01] observes that the instruction can be seen.
<b>Cleanup</b>	Logout

## 6.11 TM .STB\_BTN.01

<b>TC_ID</b>	TM.STB_BTN.01
<b>Purpose</b>	Skipping the training mode.
<b>Requirements</b>	3.2
<b>Priority</b>	Medium.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	Simulation must be started.
<b>Setup</b>	Users must enter training mode.
<b>Procedure</b>	[A01] Enter the training mode.
	[A02] Click on the skip button.
	[V01] Observe that the skip button must work and the current page must be the mode page.
<b>Cleanup</b>	Return to the main page.

## 6.12 TM .EXT\_BTN.01

<b>TC_ID</b>	TM.EXT_BTN.01
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<b>Purpose</b>	Exit from the training mode.
<b>Requirements</b>	3.2
<b>Priority</b>	Medium.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	Simulation must be started.
<b>Setup</b>	Users must be entered training mode.
<b>Procedure</b>	[A01] Go to training mode.
	[A02] Click on the exit button.
	[V01]Observe that the skip button must work and the current page must be the main page.
<b>Cleanup</b>	Return to the main page.

### 6.13 OM.DOB\_BTN.01

<b>TC_ID</b>	OM.DOB_BTN.01
<b>Purpose</b>	Access to options.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started the game.
<b>Setup</b>	-
<b>Procedure</b>	[A01] Click on the options button.
	[V01] Observe that the options appear on the screen.
<b>Cleanup</b>	Return to the main page.

### 6.14 OM.QIB\_BTN.01

<b>TC_ID</b>	OM.QIB_BTN
<b>Purpose</b>	Display the questions in the desired number.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01] Click on the button with the number of questions written on it.
	[V01] Observe that the desired index problem is reflected on the screen.
<b>Cleanup</b>	Return the previous situation.

### 6.15 OM.F\_BTN.01

<b>TC_ID</b>	OM.F_BTN
<b>Purpose</b>	Quiz finish.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01] Click on the finish button.
	[V01] The relevant message is listened to.
<b>Cleanup</b>	Return the previous situation.

### 6.16 OM.ReB\_BTN.01

<b>TC_ID</b>	OM.ReB_BTN
<b>Purpose</b>	Reload the current level.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	-
<b>Procedure</b>	[A01] Click on the restart button.
	[V01] Observe that the found level starts again.
<b>Cleanup</b>	Return to the previous page.

## 6.17 OM.QTB\_BTN.01

<b>TC_ID</b>	OM.QTB_BTN.01
<b>Purpose</b>	Complete closure of the app.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started the game.
<b>Setup</b>	-
<b>Procedure</b>	[A01]Click on the quit button.
	[V01] Observe that the game close.
<b>Cleanup</b>	Return to the previous page.

## 6.18 OM.CBWO\_BTN.01

<b>TC_ID</b>	OM.CBWO_BTN.01
<b>Purpose</b>	Selecting the correct option for the Quiz1.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01] Enter office mode.
	[A02] Select the correct option for the Quiz2.
	[V01] Observe that the button for selecting the correct option for the Quiz 1 should work.
<b>Cleanup</b>	Return to the previous page.

#### 6.19 OM.CBQT\_BTN.01

<b>TC_ID</b>	OM.CBQT_BTN.01
<b>Purpose</b>	Selecting the correct option for the Quiz2.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01]Enter office mode.
	[A02] Select the correct option for the Quiz2.

	[V01] Observe that the button for selecting the correct option for the Quiz 2 should work.
<b>Cleanup</b>	Return to the mode page.

#### 6.20 OM.CBQH\_BTN.01

<b>TC_ID</b>	OM.CBQH_BTN.01
<b>Purpose</b>	Selecting the correct option for the Quiz3.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01]Enter office mode.
	[A02] Select the correct option for the Quiz3.
	[V01] Observe that the button for selecting the correct option for the Quiz 3 should work.
<b>Cleanup</b>	Return to the mode page.

#### 6.21 OM.CBQF\_BTN.01

<b>TC_ID</b>	OM.CBQF_BTN.01
<b>Purpose</b>	Selecting the correct option for the Quiz4.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes



<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01]Enter a mode.
	[A02] Select the correct option for the Quiz4.
	[V01] Observe that the button for selecting the correct option for the Quiz 4 should work.
<b>Cleanup</b>	Return to the mode page.

#### 6.22 OM.CBQFI\_BTN.01

<b>TC_ID</b>	OM.CBQFI_BTN.01
<b>Purpose</b>	Selecting the correct option for the Quiz5.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	The user must be in the quiz widget.
<b>Procedure</b>	[A01]Enter a mode.
	[A02] Select the correct option for the Quiz5.
	[V01] Observe that the button for selecting the correct option for the Quiz 5 should work.
<b>Cleanup</b>	Return to the mode page.

#### 6.23 OM.N\_BTN.01

<b>TC_ID</b>	OM.N_BTN.01
<b>Purpose</b>	Moving on to the next question.

<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	-
<b>Procedure</b>	[A01]Enter office mode.
	[A02] Select “Next” button.
	[V01] Observe that the “Next” button should work and the following question appears.
<b>Cleanup</b>	Return to the mode page.

#### 6.24 OM.P\_BTN.01

<b>TC_ID</b>	OM.P_BTN.01
<b>Purpose</b>	Moving on to the previous question.
<b>Requirements</b>	3.2
<b>Priority</b>	High.
<b>Estimated Time Needed</b>	1 Minutes
<b>Dependency</b>	The user must have started Office mode.
<b>Setup</b>	-
<b>Procedure</b>	[A01]Enter office mode.
	[A02]Select the “Previous” button.
	[V01] Observe that the “Previous” button should work and the following question appears.
<b>Cleanup</b>	Return to the mode page.

## ● TEST CASES RESULTS

TC ID	Priority	Date Run	Run By	Result	Explanation
GUI.ING_BTN	H	27.05.2021	Dilan Çelebi	Pass	New game launched.
GUI.Set_BTN	L	27.05.2021	Dilan Çelebi	Pass	The settings are displayed on the screen.
GUI.QUIT_BTN	H	27.05.2021	Dilan Çelebi	Pass	The game is completely closed.
GUI.PAU_BTN	L	27.05.2021	Dilan Çelebi	Pass	The game paused.
GUI.CNT_BTN	L	27.05.2021	Dilan Çelebi	Pass	The game resumed where it left off.
GUI.CVS_BTN	L	27.05.2021	Dilan Çelebi	Pass	The volume has been changed.
GUI.DI_BTN	L	27.05.2021	Dilan Çelebi	Pass	Instructions are displayed on the screen.
GUI.Ext_BTN	H	27.05.2021	Dilan Çelebi	Pass	The game is back to the first level.

TC ID	Priority	Date Run	Run By	Result	Explanation
TM.DOB_BTN	L	27.05.2021	Dilan Çelebi	Pass	The options are displayed on the screen.
TM.DIB_BTN	L	27.05.2021	Dilan Çelebi	Pass	Instructions

					are displayed on the screen.
<b>TM.STB_BTN</b>	<b>L</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	Training mode skipped.
<b>TM.EXT_BTN</b>	<b>L</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	First level loaded.

<b>TC ID</b>	<b>Priority</b>	<b>Date Run</b>	<b>Run By</b>	<b>Result</b>	<b>Explanation</b>
<b>OM.DOB_BTN</b>	<b>L</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The options are displayed on the screen.
<b>OM.QIB_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The same indexed question was displayed on the screen.
<b>OM.F_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	Quiz finished successfully.
<b>OM.ReB_BTN</b>	<b>L</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	Re-loaded at the current level.
<b>OM.QTB_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The game is completely closed.
<b>OM.CBWO_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The targeted questions in Quiz One were selected.
<b>OM.CBQT_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The targeted questions in Quiz Two were selected.
<b>OM.CBQH_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The targeted questions in Quiz Three were selected.
<b>OM.CBQF_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The targeted questions in

					Quiz Four were selected.
<b>OM.CBQFI_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	The targeted questions in Quiz Five were selected.
<b>OM.N_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	Was passed on to the next question.
<b>OM.P_BTN</b>	<b>H</b>	27.05.2021	<b>Dilan Çelebi</b>	<b>Pass</b>	Was passed on to the previous question.