Test Case	Expected	Result (Y/N/N/A)	Comments	Whitebox/Blackbox		
	Application Start / Load – UI					
Game Start	Show splash screen	Υ		Blackbox		
	Show background panel					
	Show the loading panel with the following GUI:					
	loading - text loading – icon					
	Hide the loading panel					
	Show the sign-in panel with the following GUI:					
	sign-in text sign-in input Field sign-in checkbox sign-in button					
Background Panel: Image	The correct background image is displayed	Y		Blackbox		
Loading Screen: Text	The text is spelt correctly	Y		Blackbox		
	The text fits into the context of the panel's purpose					
Loading Screen: Icon	The icon is visible The icon rotates			Whitebox		
Sign-in Screen: Text	The text is spelt correctly	Υ		Blackbox		
	The text fits into the context of the panel's purpose					
If the Input Field is Clicked within the Sign-in Screen	The text remains visible	Y		Blackbox		
Sign-in Screen: Input Field: Placeholder Text	The placeholder text is visible	Y		Blackbox		
	The text is spelt correctly					

	T	T		
	The text fits into			
	the context of the			
	input field's			
	purpose			
If Text is Typed	The typed text is	Υ		Blackbox
within the Input	visible			
Field on the Sign-in				
Screen				
If Typed Text is	The typed text	Υ		Blackbox
Highlighted within	remains visible			
the Input Field on				
the Sign-in Screen				
Sign-in:	The text is spelt	Υ		Blackbox
Checkbox:	correctly			
Text				
	The text fits into			
	the context of the			
	checkbox's			
	purpose			
Sign-in:	The tick is visible	Υ		Blackbox
Checkbox:				
Ticked	The checkbox can			
	be unticked with			
	one click			
Sign-in:	The checkbox can	Υ		Blackbox
Checkbox:	be ticked with one			
Unticked	click			
Sign-in:	The text is spelt	Υ		Blackbox
Button:	correctly			
Text	,			
	The text fits into			
	the context of the			
	button's purpose			
If the Button is	The button and	Υ		Blackbox
Hovered within the	button text remain			
Sign-in Screen	visible			
If the Button is	The button and	Υ		Blackbox
Pressed within the	button text remain			2.000.000
Sign-in Screen	visible			
Sign-in Screen:	The text is spelt	-N	The error message	Blackbox
Pre-signed in	correctly	'`	is non-existent	3.00.00/
Username:			3 Horr Chistofft	
Error Message:	The text is			
Text	informative of the			
- CAC	sign in scenario			
Signed-in >	Display the	Υ		Blackbox
Connecting to	following UI:			Siddison
Server Screen				
30.70. 30.00.	Connecting – Text			
	Connecting - Icon			
Connecting to	The text is spelt	Υ		Blackbox
Server Screen:	correctly			DIUCKOUA
Text	Correctly			
ICAL	The text fits into			
	the context of the			
	screen's purpose			
	Jaci ceri s pui pose	l	<u> </u>	<u> </u>

	- · · · · · ·	1	1	14/1-1
Connecting to	The icon is visible			Whitebox
Server Screen:				
Icon	The icon rotates			
Connecting to	The text is spelt	Υ		Blackbox
Server > Server Full	correctly			
Panel:				
Text	The text is			
	informative of the			
	sign-in scenario			
Server Full Panel:	The text is spelt	Υ		Blackbox
Try Again Button:	correctly			
Text				
	The text is			
	informative of the			
	button's purpose			
If the Try Again	The button and	Υ		Blackbox
Button is Hovered	button text remain			
within the Server	visible			
Full Panel				
If the Try Again	The button and	Υ		Blackbox
Button is Pressed	button text remain			
within the Server	visible			
Full Panel				
	Application	on Start / Load - UI Fu	nctionality	
Sign-in Screen:	The game will	Υ		Blackbox
Checkbox:	automatically log			
Ticked	the player into the			
	game			
Sign-in Screen:	The input field will	-N	The input field is	Blackbox
Checkbox:	be empty next		not empty next	
Unticked	login and display		login and therefore	
	the placeholder		does not display	
	text		the placeholder	
			text	
Sign-in Screen:	Performs no action	Υ		Blackbox
No Username				
Entered,				
Button Clicked				
If the Username	Display an error	-N	Does not display an	Blackbox
Entered into the	message		error message	
Input Field is			3-	
Already Signed into				
the Game when				
the Sign-in Button				
is Clicked				
If the Username	Sign the player into	Υ		Blackbox
Entered into the	the game			
Input Field is Not				
Signed into the	Hide the sign-in			
Game when the	screen			
Sign-in Button is				
Clicked	Display the			
3	00.01	Î.	i .	l .
	connecting to			
	connecting to server screen			

If an Empty Space is Found in the Server Ser	16 5 . 6		I		
Hide the connecting to server screen Show the main menu panel with the main UI elements panel Server Se	If an Empty Space	Connect player to			Blackbox
Hide the connecting to server screen Show the main menu panel with the main UI elements panel If no Empty Space is found in the Server full panel Server Hilbert Try Again Button is Clicked within the Server Full Panel Wain — Supported Input Types Main — Supported Input Types Main — Supported Input Types Keyboard + Mouse Controller Not Supported Y Blackbox Try connecting to the game servers again Main Menu (Buttons) — UI Servers Button: The servers text is spelt correctly The text fits into the context of the button's purpose If the Servers Button is Hovered Dutton text remain visible The button and button text remain visible Host Button: The host text is spelt correctly The text fits into the context of the button's purpose The button and button text remain visible Text The button and button text remain visible The host text is spelt correctly The text fits into the context of the button's purpose The button and button text remain visible The text fits into the context of the button's purpose The button and button text remain visible The text fits into the context of the button's purpose The button and button text remain visible The text fits into the context of the button's purpose If the Host Button The host text is spelt correctly The text fits into the context of the button's purpose The button and button text remain visible	is Found in the	server			
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Server screen Show the main menu panel with the main UI elements panel Show the server found in the Server If the Try Again Button is Clicked within the Server Full Panel Try connecting to the game servers again Y Blackbox		Hide the			
Server screen Show the main menu panel with the main UI elements panel Show the server found in the Server If the Try Again Button is Clicked within the Server Full Panel Try connecting to the game servers again Y Blackbox		connecting to			
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menu panel with the main U elements panel					
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is found in the Server For Found in the Server full panel Server Full Panel Hide server full panel Hide server full panel	If no Empty Space	Show the server	Υ		Blackbox
Server Hide server full Panel Hide server full Panel Hide server full Panel Hide server full Panel Try connecting to the game servers again Hide servers full Panel Try connecting to the game servers again Hide servers full Panel Try connecting to the game servers again Hide servers full Panel Try connecting to the game servers again Hide servers full Panel Full Panel Hide servers full Panel Full Panel Hide servers full Panel P					
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	If the Servers Button is Hovered If the Servers Button is Pressed Host Button: Text If the Host Button	The text fits into the context of the button's purpose The button and button text remain visible The button and button text remain visible The host text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	-N Y	background colour is too bright and makes it hard to read the button's text The button's background colour is too bright and	Blackbox Blackbox
text	If the Servers Button is Hovered If the Servers Button is Pressed Host Button: Text If the Host Button	The text fits into the context of the button's purpose The button and button text remain visible The button and button text remain visible The host text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	-N Y	background colour is too bright and makes it hard to read the button's text The button's background colour is too bright and makes it hard to	Blackbox Blackbox
	If the Servers Button is Hovered If the Servers Button is Pressed Host Button: Text If the Host Button	The text fits into the context of the button's purpose The button and button text remain visible The button and button text remain visible The host text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	-N Y	background colour is too bright and makes it hard to read the button's text The button's background colour is too bright and makes it hard to read the button's	Blackbox Blackbox

If the Host Button	The button and	Υ	Blackbox
is Pressed	button text	I	BIACKDOX
13 F1 E33EU	remains visible		
Dlay Putton:	The play text is	Υ	Blackbox
Play Button: Text	spelt correctly	'	DIACKDOX
TEXT	spen correctly		
	The text fits into		
	the context of the		
	button's purpose		
If the Play Button is	The button and	Υ	Blackbox
Hovered	button text remain		Blackbox
	visible		
If the Play Button is	The button and	Υ	Blackbox
Pressed	button text remain		
	visible		
Play >	Displays the	Υ	Blackbox
Matchmaking	following UI:		
Panel			
	Matchmaking –		
	Text		
	Matchmaking –		
	Loading icon		
Play >	The text is spelt	Υ	Blackbox
Matchmaking:	correctly		
Text			
	The text fits into		
	the context of the		
	matchmaking		
	panel		
Play >	The icon is visible		Whitebox
Matchmaking:			
Icon	The icon rotates		
Options Button:	The options text is	Υ	Blackbox
Text	spelt correctly		
	The text fits into		
	the context of the		
	button's purpose		
If the Options	The button text	Υ	Blackbox
Button is Hovered	remains visible		
If the Options	The button text	Υ	Blackbox
Button is Pressed	remains visible		
Logout Button:	The logout text is	Υ	Blackbox
Text	spelt correctly		
	T I		
	The text fits into		
	the context of the		
If the state of	button's purpose	V	51 11
If the Logout	The button text	Υ	Blackbox
Button is Hovered	remains visible	N.	
If the Logout	The button text	Υ	Blackbox
Button is Pressed	remains visible	V	DIII
Quit Button:	The quit text is	Υ	Blackbox
Text	spelt correctly		

	I _,		1	T T	
	The text fits into				
	the context of the				
	button's purpose				
If the Quit Button	The button text	Υ		Blackbox	
is Hovered	remains visible				
If the Quit Button	The button text	Υ		Blackbox	
is Pressed	remains visible				
Quit > Quit Game	Displays the	Υ		Blackbox	
Panel	following UI:				
	Quit – Text				
	Quit – Cancel				
	Button				
	Quit – Continue				
	Button				
Quit Game Panel:	The text is spelt	Υ		Blackbox	
Text	correctly				
	The text fits into				
	the context of the				
	panel's purpose				
Quit Game Panel:	The text is spelt	Υ		Blackbox	
Cancel Button:	correctly				
Text					
	The text fits into				
	the context of the				
	button's purpose				
If the Cancel	The button and	Υ		Blackbox	
Button is Hovered	button text remain				
within the Quit	visible				
Game Panel					
If the Cancel	The button and	Υ		Blackbox	
Button is Pressed	button text remain				
within the Quit	visible				
Game Panel					
Quit Game Panel:	The text is spelt	Υ		Blackbox	
Continue Button:	correctly				
Text					
	The text fits into				
	the context of the				
	button's purpose				
If the Continue	The button and	Υ		Blackbox	
Button is Hovered	button text remain				
within the Quit	visible				
Game Panel					
If the Continue	The button and	Υ		Blackbox	
Button is Pressed	button text remain				
within the Quit	visible				
Game Panel					
	Main Menu (Buttons) - UI Functionality				
If the Servers	Hide the main	Υ		Blackbox	
Button is Clicked	menu				
	I	<u> </u>	<u> </u>	<u> </u>	

	Show the servers			
	panel			
If the Host Button is Clicked	Hide the main menu	Υ		Blackbox
	Show the host panel			
If the Play Button is Clicked	Show the matchmaking loading screen	Y		Blackbox
	Finds a match for the player			
	Hide matchmaking screen			
	Hide main menu			
	Load player into room			
	Show room panel			
If the Options Button is Clicked	Hide the main menu	Υ		Blackbox
	Show the options panel			
If the Logout Button is Clicked	Log the player out of the game	Υ		Blackbox
	Hide the main menu			
	Show the login panel			
If the Quit Button is Clicked	Show the quit game panel	Υ		Blackbox
If the Cancel Button is Clicked within the Quit Game Panel	Hide the quit game panel	Y		Blackbox
If the Continue Button is Clicked within the Quit Game Panel	Exit the application	Υ		Blackbox
	N	lain – GUI Elements –	UI	
Profile Information:	The button text is visible	Y		Blackbox
Button: Text	The button text accurately displays the player's			
	username			

If the Profile	The button text	Υ	<u> </u>	Blackbox
	remains visible	Y		віаскрох
Information Button	remains visible			
is Hovered	The books a secs	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		Dia alda a c
If the Profile Information Button	The button text	Υ		Blackbox
	remains visible			
is Pressed	D: 1 C1	A.I	5	DI II
Profile Information	Displays profile	-N	Does not display	Blackbox
Button > Profile	information along		profile information	
Information Panel	with an exit button			DI II
Profile Information	The button icon is	Υ		Blackbox
Panel:	visible			
Exit Button:				
Icon	T	N/		DI II
If the Exit Button is	The button icon	Υ		Blackbox
Hovered within the	remains visible			
Profile Information				
Panel		.,		
If the Exit Button is	The button icon	Y		Blackbox
Pressed within the	remains visible			
Profile Information				
Panel				
Add Friend Button:	The icon is visible	Υ		Blackbox
Icon				
If the Add Friend	The button icon	Υ		Blackbox
Button is Hovered	remains visible			
If the Add Friend	The button icon	-N	The button's	Blackbox
Button is Pressed	remains visible		background colour	
			is too bright and	
			makes it hard to	
			see the button's	
			icon	
Coin Button:	The button icon is	Υ		Blackbox
Icon	visible			
If the Coin Button	The button icon	Υ		Blackbox
is Hovered	remains visible			
If the Coin Button	The button icon	Υ		Blackbox
is Pressed	remains visible			
Settings Button:	The button icon is	Υ		Blackbox
Icon	visible			
If the Settings	The button icon	Υ		Blackbox
Button is Hovered	remains visible			
If the Settings	The button icon	Υ		Blackbox
Button is Pressed	remains visible			
	Main – 0	GUI Elements – UI Fun	ictionality	
	ı			
If the Profile	Show Profile	Υ		Blackbox
Information Button	Information Panel			
is Clicked				
If the Exit Button is	Hide Profile	Υ		Blackbox
Clicked within the	Information Panel			
Profile Information				
Panel				
If the Coin Button	Hide main menu	-N	Does not perform	Blackbox
is Clicked			any action	
	Show coin store			

Licit Aller I	61 11 11	1	T	51 II
If the Add Friend	Show the add	Υ		Blackbox
Button is Clicked	friend panel			
If the Settings	Hide the main	Υ		Blackbox
Button is Clicked	menu			
	Show the options			
	panel			
	Mair	n - Dropdown Element	s – UI	
Loadout:	The text is spelt	Υ		Blackbox
Label	correctly			
	The text fits into			
	the context of the			
	dropdown menu's			
	purpose			
Loadout Container:	The loadout	Υ		Blackbox
Icon	container icon is			
	visible			
	The loadout			
	container icon			
	matches the			
	loadout dropdown			
	menu selected			
	item icon			
Loadout Container:	The loadout	Υ		Blackbox
Text	container text			
	matches the			
	loadout dropdown			
	menu selected			
	item text			
Loadout Container:	The loadout	Υ		Blackbox
Arrow	container arrow is			
	visible			
If the Loadout	The loadout	Υ		Blackbox
Container is	container remains			
Hovered	visible as well as			
	the following			
	loadout container			
	UI elements:			
	Icon			
	Text			
.6.1	Arrow			
If the Loadout	The loadout	Υ		Blackbox
Container is	container remains			
Pressed	visible as well as			
	the following			
	loadout container			
	UI elements:			
	Icon			
	Text			

	Arrow		
If the Loadout	The loadout	N/A	Blackbox
Dropdown Menu is	dropdown menu	.,,,,	Didonson
Scrolled with a	scrolls at an		
Mouse Wheel	acceptable pace		
Loadout Dropdown	The loadout	Υ	Blackbox
Menu:	dropdown menu		
Items	contains the		
	following items		
	with the		
	appropriate icons:		
	Assault		
	Recon		
	Support		
	Engineer		
	All the above UI is		
	visible		
	All of the above		
	menu items fit into		
	the dropdown		
	menu		
	All the above UI		
	text is spelt		
	correctly		
If a Loadout	The icon and text	Υ	Blackbox
Dropdown Menu	remain visible		
Item is Hovered		.,	
If a Loadout	The icon and text	Υ	Blackbox
Dropdown Menu Item is Pressed	remain visible		
	The conversagion	Υ	Blackbox
Server Region Container:	The server region	Y	віаскрох
Text	container text matches the server		
ICAL	region dropdown		
	menu selected		
	item text		
Server Region	The server region	Υ	Blackbox
Container:	container arrow is		
Arrow	visible		
If the Server	The server region	Υ	Blackbox
Region Container is	container remains		
Hovered	visible as well as		
	the following		
	server region		
	container UI		
	elements:		
	Text		
	Arrow		
If the Server	The server region	Υ	Blackbox
Region Container is	container remains		
Pressed	visible as well as		

	the following			
	server region			
	container UI			
	elements:			
	Text			
	Arrow			
If the Server	The server region	-N	The server region	Blackbox
Region Dropdown	dropdown menu		dropdown menu	
Menu is Scrolled	scrolls at an		does not scroll at	
with a Mouse	acceptable pace		an acceptable pace	
Wheel				
Server Region	The server region	-N	The ZA – South	Blackbox
Dropdown Menu:	dropdown menu		Africa item does	
Items	contains the		not fit into the	
	following items:		dropdown menu	
	EU – AMSTERDAM			
	NA – US			
	AS – SINGAPORE			
	AS - JAPAN			
	AU – MELBOURNE			
	NA – USW			
	SA – SAO PAULO			
	NA – CANADA			
	AS – SEOUL			
	IN – CHENNAI			
	RU – MOSCU			
	RU – EAST			
	ZA – SOUTH			
	AFRICA			
	All it is the			
	All the above UI is			
	visible			
	All of the above			
	menu items fit into			
	the dropdown			
	menu			
	All the above UI			
	text is spelt			
	correctly			
If a Server Region	The text remains	Υ		Blackbox
Dropdown Menu	visible			
Item is Hovered				
If a Server Region	The text remains	-N	The server region	Blackbox
Dropdown Menu	visible		dropdown menu	
Item is Pressed			highlight colour is	
			too close to the	
			text colour	
Server Changed >	Display the	Υ		Blackbox
Loading Screen	following UI:			
	Loading – Text			
	Loading - Icon			

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Loading Screen:	The text is spelt	Υ		Blackbox
Text	correctly			
	The text fits into			
	the context of the			
Loading Caroon	screen's purpose The icon is visible			Whitebox
Loading Screen:	The icon is visible			vvnitebox
ICON	The icon rotates			
	The icon rotates			
	Main – Dro	odown Elements – UI I	- - - - - - - - - - - - - - - - - - -	
If the Loadout	Show loadout	Υ		Blackbox
Container is	dropdown menu			Brackbox
Clicked	a opacimi mena			
If the Loadout	Hide loadout	Υ		Blackbox
Dropdown Menu is	dropdown menu			
Open and Another				
UI Element is				
Clicked				
If the Loadout	Hide loadout	Υ		Blackbox
Dropdown Menu	dropdown menu			
Selected Item is	,			
Clicked				
If the Assault Menu	Set loadout	Υ		Blackbox
Item is Unselected				
and Clicked	Update loadout			
	container icon and			
	text			
	The assault			
	loadout is now the			
	set in-game			
	loadout			
	The assault			
	loadout consists of			
	the following			
	weapons:			
	Rifle			
	Pistol			
	Grenade Launcher			
If the December	Knife	l v		Dia alda a co
If the Recon Menu	Set loadout	Υ		Blackbox
Item is Unselected	Lindote lead - · · t			
and Clicked	Update loadout			
	container icon and			
	text			
	The recon loadout			
	is now the set in-			
	game loadout			
	barrie loudout			
	L	1	l .	L

	The recon loadout		
	consists of the		
	following weapons:		
	Sniper		
	Pistol		
	Grenade		
	Knife		
If the Support	Set loadout	Υ	Blackbox
	Set loadout	Ī	DIACKDOX
Menu Item is			
Unselected and	Update loadout		
Clicked	container icon and		
	text		
	The support		
	loadout is now the		
	set in-game		
	loadout		
	The support		
	loadout consists of		
	the following		
	weapons:		
	Rifle		
	Pistol		
	Molotov		
	Knife		
If the Engineer	Set loadout	Υ	Blackbox
Menu Item is			
Unselected and	Update loadout		
Clicked	container icon and		
Cheked	text		
	text		
	The engineer		
	The engineer		
	loadout is now the		
	set in-game		
	loadout		
	Shotgun		
	Pistol		
	Molotov		
	Knife		
If the Server	Show server region	Υ	Blackbox
Region Container is	dropdown menu		
Clicked			
If the Server	Hide server region	Υ	Blackbox
Region Dropdown	dropdown menu	'	DIUCKDOX
	aropuowiriileilu		
Menu is Open and			
Another UI			
Element is Clicked			
If the Server	Hide server region	Υ	Blackbox
Region Dropdown	dropdown menu		
Menu Selected			
Item is Clicked			
	l	1	

If the EU –	Sets EU –	Υ	Blackbox
AMSTERDAM	AMSTERDAM as		
Menu Item is	the Server Region		
Unselected and			
Clicked	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Show main menu		
	Can now play with		
	players on the EU –		
	AMSTERDAM		
	server		
If the NA – US	Sets NA – US as the	Υ	Blackbox
		'	Diackbox
Menu Item is	Server Region		
Unselected and			
Clicked	Hide main menu		
	Show loading		
	screen		
	Scieen		
	Hide loading		
	screen		
	Show main menu		
	Silow main mena		
	Can many mlay with		
	Can now play with		
	players on the NA		
	US server		
If the AS –	Sets AS –	Υ	Blackbox
SINGAPORE Menu	SINGAPORE as the		
Item is Unselected	Server Region		
and Clicked			
	Hide main menu		
	Show loading		
	screen		
	50.001		
	Hida laadina		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the AS –		
	SINGAPORE server		
If the AS – JAPAN	Sets AS – JAPAN as	Υ	Blackbox
Menu Item is	the Server Region		
Unselected and	-0		
Clicked	Hide main menu		
CHCKEU	mue main menu		
			i

	Show loading		
	screen		
	Hide loading		
	screen		
	30.30		
	Show main menu		
	3110W mam mena		
	Can now play with		
	players on the AS –		
16.1	JAPAN server	.,	DI II
If the AU –	Sets AU –	Υ	Blackbox
MELBOURNE Menu	MELBOURNE as		
Item is Unselected	the Server Region		
and Clicked			
	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the AU		
	– MELBOURNE		
	server		
If the NA – USW	Sets NA – USW as	Υ	Blackbox
Menu Item is	the Server Region		
Unselected and			
Clicked	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	30.30		
	Show main menu		
	Can now play with		
	players on the NA		
	– USW server		
If the SA – SAO	Sets SA – SAO	Υ	Blackbox
PAULO Menu Item	PAULO as the		SIGURDON
is Unselected and	Server Region		
Clicked	Server Region		
Cheked	Hide main menu		
	ac main mena		
	Show loading		
	screen		
	-55		
	Hide loading		
	screen		
L	3010011		

			1	
	Show main menu			
	Can now play with			
	players on the SA – SAO PAULO server			
If the NA –	Sets NA – CANADA	Υ		Blackbox
CANADA Menu	as the Server			
Item is Unselected	Region			
and Clicked				
	Hide main menu			
	Show loading			
	screen			
	Hide loading			
	screen			
	Show main menu			
	Can now play with			
	players on the NA			
	– CANADA server			
If the AS – SEOUL	Sets AS – SEOUL as	Υ		Blackbox
Menu Item is Unselected and	the Server Region			
Clicked	Hide main menu			
	Show loading			
	screen			
	Hide loading			
	screen			
	Show main menu			
	Can now play with			
	players on the AS –			
	SEOUL server			
If the IN –	Sets IN – CHENNAI	Υ		Blackbox
CHENNAI Menu	as the Server			
Item is Unselected and Clicked	Region			
and Circked	Hide main menu			
	Show loading			
	screen			
	Hide loading			
	screen			
	Show main menu			
	Can now play with			
	players on the IN –			
	CHENNAI server			

If it but access	C DI: 14000:		DI II
If the RU – MOSCU	Sets RU – MOSCU	Υ	Blackbox
Menu Item is	as the Server		
Unselected and	Region		
Clicked			
	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the RU –		
	MOSCU server		
If the RU – EAST	Sets RU – EAST as	Υ	Blackbox
Menu Item is	the Server Region		
Unselected and			
Clicked	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the RU –		
	EAST server		
If the ZA – SOUTH	Sets ZA – SOUTH	Υ	Blackbox
AFRICA Menu Item	AFRICA as the		
is Unselected and	Server Region		
Clicked			
	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the ZA –		
	SOUTH AFRICA		
	server		
		Main – Meters – UI	
Friends Online:	Friend's online	Υ	Blackbox
Counter	counter is visible		

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Coin:	Coin icon is visible	Υ	Blackbox
Icon			
Coin:	Coin counter is	Υ	Blackbox
Counter	visible		
Players Online:	The players online	Υ	Blackbox
Text	text is visible		
	The players online		
	text is spelt		
	correctly		
	The text fits into		
	the context of the		
	counter's purpose		
Players Online:	Players online	Υ	Blackbox
Counter	counter is visible		
Rooms Created:	The rooms created	Υ	Blackbox
Text	text is visible		
	The rooms created		
	text is spelt		
	correctly		
	The text fits into		
	the context of the		
	counter's purpose		
Rooms Created:	Rooms created	Υ	Blackbox
Counter	counter is visible	'	Blackbox
Players Playing:	The players playing	Υ	Blackbox
Text	text is visible	'	Blackbox
Text	text is visible		
	The players playing		
	text is spelt		
	correctly		
	Correctly		
	The text fits into		
	the context of the		
	counter's purpose		
Players Playing:	Players playing	Υ	Blackbox
Counter	counter is visible	'	Diackbox
Players in Lobby:	The players in	Υ	Blackbox
Text	lobby text is visible	'	DIACKDUX
TEAL	TODDY LEVE IS AISIDIE		
	The players in		
	lobby text is spelt		
	correctly		
	COLLECTIA		
	The text fits into		
	the context of the		
Diamaga in Labelana	counter's purpose	V	Disables
Players in Lobby:	Players in lobby	Y	Blackbox
Counter	counter is visible	V	
Ping:	The ping text is	Υ	Blackbox
Text	visible		

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	The ping text is			
	spelt correctly			
	The text fits into			
	the context of the			
	counter's purpose			
Ping:	Ping counter is	Υ		Blackbox
Counter	visible			
Ping:	Ping bars are	Υ		Blackbox
Bars	visible			
	Main	– Meters – UI Functio	nality	
Friend's Online:	Displays the	Υ	T	Blackbox
Counter	current number of	Ī		DIACKDOX
Counter	friends online if the			
	friends list scroll			
	view items are not			
	hidden			
Coin:	Updates every	Υ		Blackbox
Counter	time the user earns	'		DIGCKDOX
Counter	new coins to			
	display the total			
	coins the user has			
Players Online:	Displays	Υ		Blackbox
Counter	randomised	'		Бискоох
	numbers then			
	updates to display			
	the current			
	number of players			
	online on any			
	selected server			
	region and repeats			
	the process			
Rooms Created:	Displays	Υ		Blackbox
Counter	randomised			
	numbers then			
	updates to display			
	the current			
	number of active			
	rooms on any			
	selected server			
	region and repeats			
	the process			
Players Playing:	Displays	Υ		Blackbox
Counter	randomised			
	numbers then			
	updates to display			
	the current			
	number of players			
	within a match on			
	any selected server			
	region and repeats			
	the process			

	T =	T		Γ
Players in Lobby:	Displays	Υ		Blackbox
Counter	randomised			
	numbers then			
	updates to display			
	the current			
	number of players			
	within a match on			
	any selected server			
	region and repeats			
	the process			
Ping:	Updates every	Υ		Blackbox
Counter	second to display	'		DidCKDOX
Counter	the players current			
	ping			
Dings	• •	Υ		Blackbox
Ping:	Updates every second to reflect	Y		BIACKDOX
Bars				
	the players ping			
	visually			
	F	Friends – List Panel – U	JI	
Friends List:	The	Υ		Blackbox
Collapse/Expand	collapse/expand			
Button	button is visible			
Friends List:	The hide/show	Υ		Blackbox
Hide/Show Button	button is visible			
Friends List:	The friends list	у		Blackbox
Counter	counter is visible	,		
If the Friends List is	Show the add	Υ		Blackbox
Empty	friends button			Bidenbox
Friends List:	The text is spelt	Υ		Blackbox
Add Friend Button:	correctly	!		Бискоох
Text	Correctly			
Text	The text is			
	descriptive of what			
If the Add Tries of	the button does	V		Diaglybay
If the Add Friend Button is Hovered	The button and	Y		Blackbox
	button text remain			
within the Friends	visible			
List	T	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		DI II
If the Add Friend	The button and	Υ		Blackbox
Button is Pressed	button text remain			
within the Friends	visible			
List				
If the Friends List	Display the	Υ		Blackbox
Contains Friends	following UI			
	elements relating			
	to each friend in a			
	scroll view menu			
	item:			
	Profile image			
	Username text			
	Status text			
	Remove button			
		l	I	

	T	T	T	T
Friends List:	The profile image	Υ		Blackbox
Menu Item:	is visible			
Profile Image				
Friends List:	The text is visible	Υ		Blackbox
Menu Item:				
Username Text				
Friends List:	The text is visible	Υ		Blackbox
Menu Item:	THE TEXT IS VISIBLE	'		DIGCROOK
Status Text				
Friends List:	The button is	Υ		Diaglibay
		Y		Blackbox
Menu Item:	visible and			
Remove Button	clickable			
Menu Item:	The remove button	Υ		Blackbox
Remove Button:	text is visible			
Text				
If the Remove	The button and	Υ		Blackbox
Button is Hovered	button text remain			
	visible			
If the Remove	The button and	Υ		Blackbox
Button is Pressed	button text remain			
	visible			
	VISIBIE			
	Friends	– List Panel – UI Func	tionality	
If the Friends List	Collapse the	Υ		Blackbox
Collapse/Expand	friends list to the			
Button is Clicked	right side of the			
while the Friends	screen			
List is Open	301 0011			
If the Friends List	Expand the friends	Υ		Blackbox
Collapse/Expand	list	'		DIACKDOX
Button is Clicked	1130			
while the Friends				
List is Closed				
If the Show/Hide	Show the friends	-N	The show/hide	Blackbox
Button is Clicked	menu items		button does not	
while the Button is			hide friends menu	
Facing Down			items and	
within the Friends			therefore cannot	
List Panel			perform the	
			opposite	
If the Show/Hide	Hide the friends	-N	Does not hide	Blackbox
Button is Clicked	menu items		friends menu items	
while the Button is				
Facing Up within				
the Friends List				
Friends List:	The friends list	-N	If the game is	Blackbox
Counter	counter accurately	''	launched and an	DIGCROOK
Counter	displays the		account is signed	
	current number of		_	
			into with zero	
	friends online and		friends, the game	
	the total number		will not update the	
	of friends in the		friends list counter	
	following format:		and instead it will	
			display 10/100	
-				

		T		
	Current number of friends online/total number of friends		If the last friend is removed from the friends list it will display 0/1 (this may be a problem with the counter counting the add friend button)	
If the Add Friend Button is Clicked within the Friends List	Show add friend panel	Y		Blackbox
Friends List: Menu Item: Profile Image	The profile image displays an image of the friends character	Υ		Blackbox
Friends List: Menu Item: Username Text	The text displays the username of the friend accurately	Υ		Blackbox
Friends List: Menu Item: Status Text	The status text displays the friends status accurately in the format of [Status]	-N	The status text does not accurately display the status of friends in different server regions	Blackbox
If the Remove Button is Clicked on a Menu Item within the Friends List	Remove associated friend	Υ		Blackbox
	F	riends – Add Panel - I	UI	
Add Friend: Button: Icon	The icon is visible	Υ		Blackbox
If the Add Friend Button is Hovered	The icon remains visible	Υ		Blackbox
If the Add Friend Button is Pressed	The icon remains visible	-N	The button's background colour is too bright and makes it hard to see the button's icon	Blackbox
Add Friend Panel: Text	The text is spelt correctly The text is informative of the panel's purpose	-N	The panel's text is not informative of the panel's purpose	Blackbox
Add Friend Panel: Exit Button: Text	The text is visible	Υ		Blackbox

-N	The button's background becomes too dark and almost blends into the add friend panel background colour The button's background colour is too bright and makes it hard to read the button's text	Blackbox Blackbox Blackbox Blackbox
Y Y	becomes too dark and almost blends into the add friend panel background colour The button's background colour is too bright and makes it hard to read the button's	Blackbox
Y Y	and almost blends into the add friend panel background colour The button's background colour is too bright and makes it hard to read the button's	Blackbox
Y Y	into the add friend panel background colour The button's background colour is too bright and makes it hard to read the button's	Blackbox
Y Y	panel background colour The button's background colour is too bright and makes it hard to read the button's	Blackbox
Y Y	colour The button's background colour is too bright and makes it hard to read the button's	Blackbox
Y Y	The button's background colour is too bright and makes it hard to read the button's	Blackbox
Y Y	background colour is too bright and makes it hard to read the button's	Blackbox
Y	is too bright and makes it hard to read the button's	Blackbox
Y	makes it hard to read the button's	Blackbox
Y	read the button's	Blackbox
Y		Blackbox
Y	text	Blackbox
Y		Blackbox
Y		
Y		
Y		
		Blackbox
		Blackbox
Y		
Y		
Y		
Y		
Υ		
Υ		
1.		Blackbox
		Bidenbox
γ		Blackbox
V		Blackbox
T T		DIACKDOX
V		Blackbox
'		DIACKDOX
N	The error recess :	Dlackbay
-IN	_	Blackbox
	-	
	_	
	their own	
	username.	
	Y Y -N	Y The error message is non-existent for invalid username's and they are added to the friends list. However, an error message is displayed when a user tries to add their own

Friends - Add Panel - UI Functionality

		1		
If the Player	The UI elements	-N	The UI elements	Blackbox
Attempts to	are not		are interactable	
Interact with UI	interactable			
elements outside				
of the Add Friend				
Panel while it is				
Open				
If the Exit Button is	Hide the add friend	Υ		Blackbox
Clicked within the	panel			Bidenbox
Add Friend Panel	parier			
If the Add Button is	Hide the add friend	-N	The error message	Blackbox
Clicked while an		-IN	is non-existent	DIACKOUX
Invalid Username	panel		is non-existent	
	Diamlay on amon			
is Entered into the	Display an error			
Input Field within	message			
the Add Friend				
Panel				
If the Add Button is	Hide the add friend	Υ		Blackbox
Clicked while a	panel			
Valid Username is				
Entered into the	Add the new friend			
Input Field within	to the friends list			
the Add Friend				
Panel				
		Server Panel - UI		
Home Button:	The home text is	Υ		Blackbox
Text	spelt correctly			
	The text fits into			
	the context of the			
	button's purpose			
If the Home Button	The home text	-N	The button's	Blackbox
is Hovered	remains visible		background is too	
10 11010100			bright and	
			therefore it is hard	
			to see the button's	
			text.	
If the Home Button	The home text	Υ	CAL.	Blackbox
is Pressed	remains visible	'		DIACKDOX
		Υ		Blackbox
Host Button:	The host text is	1		DIdCKDOX
Text	spelt correctly			
	The toy a fire to			
	The text fits into			
	the context of the			
16.1	button's purpose		· · · ·	51 11
If the Host Button	The host text	-N	The button's	Blackbox
is Hovered	remains visible		background is too	
			bright and	
			therefore it is hard	
			to see the button's	
1			text.	
If the Host Button	The host text	Υ		Blackbox
If the Host Button is Pressed	The host text remains visible	Υ		Blackbox

If the Servers Scroll	Disable scrolling	Υ	1	Blackbox
View is Empty	capability	'		DIACKNOX
VICW IS LIMPLY	Capability			
	Show the no active			
	rooms text			
No Active Rooms:	The no active	-N	The no active	Blackbox
Text	rooms text is spelt		rooms text is not	
	correctly		spelt correctly.	
	The text is			
	informative of the			
	panel's scenario			
If the Servers Scroll	Scroll view items	-N	The scroll view	Blackbox
View is Scrolled	are contained		items overlap	
	within the scroll		other UI elements	
	view and do not			
	overlap other UI			
16.1	elements			
If the Servers Scroll	Scrolls at an	N/A		Blackbox
View is Scrolled	acceptable pace			
with a Mouse				
Wheel		Υ		DI II
Server Name:	The server name	Y		Blackbox
Text	text is spelt correctly			
	Correctly			
	The server name			
	text is descriptive			
	of the menu item			
	text below			
Map Name:	The map name text	Υ		Blackbox
Text	is spelt correctly			
	The map name text			
	is descriptive of			
	Alle a constant of			
	the menu item text			
	the menu item text below			
Players Counter:		Υ		Blackbox
Players Counter: Text	below The players counter text is	Υ		Blackbox
	below The players	Υ		Blackbox
	below The players counter text is spelt correctly	Υ		Blackbox
	below The players counter text is spelt correctly The players	Υ		Blackbox
	below The players counter text is spelt correctly The players counter text is	Y		Blackbox
	below The players counter text is spelt correctly The players counter text is descriptive of the	Y		Blackbox
	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text	Y		Blackbox
Text	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below			
Text Game Mode:	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode	Y		Blackbox
Text	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode text is spelt			
Text Game Mode:	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode			
Text Game Mode:	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode text is spelt correctly			
Text Game Mode:	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode text is spelt correctly The game mode			
Text Game Mode:	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode text is spelt correctly The game mode text is descriptive			
Text Game Mode:	The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode text is spelt correctly The game mode text is descriptive of the menu item			
Text Game Mode:	below The players counter text is spelt correctly The players counter text is descriptive of the menu item text below The game mode text is spelt correctly The game mode text is descriptive			

	1	1	1	1
	The goal text is descriptive of the menu item text below			
Max Ping: Text	The max ping text is spelt correctly The map ping text	Y		Blackbox
	is descriptive of the menu item text below			
Join State: Text	The join state text is spelt correctly The join state text	Y		Blackbox
	is descriptive of the menu item text below			
	Serv	er Panel – UI Function	nality	
If the Home Button is Clicked	Hide servers panel Show main menu	Y		Blackbox
If the Host Button is Clicked	Hide servers panel Show host panel	Υ		Blackbox
		Panel – Scroll View It	em - UI	
If the Lobby is Private	Show a lock icon on the left side of the scroll view item	Y		Blackbox
Server Name:	The icon is visible The text is visible	Y		Blackbox
Text Map Name: Text	The text is visible	Y		Blackbox
Player Counter: Text	The text is visible	Υ		Blackbox
Game Mode: Text	The text is visible	Υ		Blackbox
Goal: Text Max Ping:	The text is visible The text is visible	Y		Blackbox Blackbox
Text Join Button:	The text is spelt	Y		Blackbox
Text	The text is informative of what the button does			

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Text	-1			
	The text is			
	informative of the			
	button's purpose			
If the Cancel	The button and	Υ		Blackbox
Button is Hovered	button text remain			
within the	visible			
Password Panel				
If the Cancel	The button and	-N	The button	Blackbox
Button is Pressed	button text remain		becomes too dark	
within the	visible		and blends in with	
Password Panel			the panel's	
			background	
If the Room is Full	Hide join button	Υ		Blackbox
	Show lobby full			
	text			
Lobby Full:	The text is spelt	Υ		Blackbox
Text	correctly			
	,			
	The text is			
	informative of the			
	room's scenario			
	Server Panel -	- Scroll View Item - L	JI Functionality	
			•	
Server Name:	The text displays	Υ		Blackbox
Server Name:	The text displays	Υ		Blackbox
Server Name: Text	the accurate name	Y		Blackbox
Text	the accurate name of the server			
Text Map Name:	the accurate name of the server The text displays	Y		Blackbox Blackbox
Text	the accurate name of the server The text displays the accurate name			
Text Map Name: Text	the accurate name of the server The text displays the accurate name of the server's map	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays			
Text Map Name: Text	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following:	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in	Y		Blackbox
Map Name: Text Player Counter:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max	Y		Blackbox
Map Name: Text Player Counter: Text	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players	Y		Blackbox
Text Map Name: Text Player Counter: Text Game Mode:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays	Y		Blackbox
Map Name: Text Player Counter: Text	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate	Y		Blackbox
Text Map Name: Text Player Counter: Text Game Mode:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the	Y		Blackbox
Map Name: Text Player Counter: Text Game Mode: Text	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the room's game mode	Y		Blackbox Blackbox
Map Name: Text Player Counter: Text Game Mode: Text Goal:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the room's game mode The text displays	Y		Blackbox
Map Name: Text Player Counter: Text Game Mode: Text	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the room's game mode The text displays the accurate	Y		Blackbox Blackbox
Map Name: Text Player Counter: Text Game Mode: Text Goal:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the room's game mode The text displays the accurate room's game mode	Y		Blackbox Blackbox
Map Name: Text Player Counter: Text Game Mode: Text Goal: Text	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the room's game mode The text displays the accurate room's game mode goal	Y		Blackbox Blackbox Blackbox
Map Name: Text Player Counter: Text Game Mode: Text Goal:	the accurate name of the server The text displays the accurate name of the server's map The text displays the accurate number of players in the room and the accurate maximum number of players allowed within the room in the format of the following: Players in Room/Max Number of Players The text displays the accurate acronym for the room's game mode The text displays the accurate room's game mode	Y		Blackbox Blackbox

	T	T	1	1
	ping allowed			
	within the room			
	before a player is			
	kicked for having			
	too high of a ping			
If the Join Button is	Hide servers panel	Υ		Blackbox
Clicked on a Public				
Room	Show room's lobby			
	panel			
If the Join Button is	Show the room's	Υ		Blackbox
Clicked on a	password panel			
Private Room	passar passar			
If the Player	The UI elements	-N	The UI elements	Blackbox
Attempts to	are not		are interactable	Біаскоох
Interact with UI	interactable		die interdetable	
elements outside	Interactable			
of the Password				
Panel while it is				
Open If the Enter Button	Hide the panel's	Υ		Blackbox
	· ·	Y		віаскрох
is Clicked within	informative text			
the Password				
Panel with an	Show the invalid			
Invalid Password	password text			
Entered into the				
Input Field				
If the Enter Button	Hide the Server	Υ		Blackbox
is Clicked within	Panel			
the Password				
Panel with a Valid	Hide the password			
Password Entered	panel			
into the Input Field				
	Show the room's			
	lobby panel			
If the Password	Hide the invalid	-N	The invalid	Blackbox
Panel is Closed	password text		password text is	
with the Invalid			not hidden	
Password Text	Show the panel's			
Enabled and then	informative text		The panel's	
Reopened			informative text is	
			not shown	
	0	ptions Panel – Main -	UI	
Home:	The text is spelt	Υ		Blackbox
Button:	correctly			
Text				
	The text fits into			
	the context of the			
	button's purpose			
If the Home Button	The home text	-N	The button's	Blackbox
is Hovered	remains visible	"	background	DIUCKDUA
13 HOVELEU	Terriairis visible		becomes too	
			bright and	
			therefore makes	
			mererore makes	

	<u> </u>		1.1.1.1.1.1.1	
			the button's text	
16.1 11 5	-	.,	hard to see	DI II
If the Home Button	The home text	Υ		Blackbox
is Pressed	remains visible	Υ		Disables
Servers: Button:	The text is spelt	Y		Blackbox
Text	correctly			
rext	The text fits into			
	the context of the			
	button's purpose			
If the Servers	The servers text	-N	The button's	Blackbox
Button is Hovered	remains visible	-IV	background	DIACKDOX
button is novered	Terriairis visible		becomes too	
			bright and	
			therefore makes	
			the button's text	
			hard to see	
If the Servers	The servers text	Υ	1.0.0 000	Blackbox
Button is Pressed	remains visible	•		3.0007
Host:	The text is spelt	Υ		Blackbox
Button:	correctly			2.001.007.
Text	33.133.1			
	The text fits into			
	the context of the			
	button's purpose			
If the Host Button	The host text	-N	The button's	Blackbox
is Hovered	remains visible		background	
			becomes too	
			bright and	
			therefore makes	
			the button's text	
			hard to see	
If the Host Button	The host text	Υ		Blackbox
is Pressed	remains visible			
Revert:	The text is spelt	Υ		Blackbox
Button:	correctly			
Text				
	The text fits into			
	the context of the			
	button's purpose			
If the Revert	The button and	Υ		Blackbox
Button is Hovered	button text remain			
	visible			
If the Revert	The button and	Υ		Blackbox
Button is Pressed	button text remain			
	visible	.,		81 11
Apply:	The text is spelt	Υ		Blackbox
Button:	correctly			
Text	The book fits inte			
	The text fits into			
	the context of the			
If the Amelia Date	button's purpose	V		Dlaskbarr
If the Apply Button	The button and	Υ		Blackbox
is Hovered	button text remain			
	visible		1	

If the Apply Button	The button and	Υ		Blackbox
is Pressed	button text remain	1		Diackbox
.5 6556 0	visible			
	Options	Panel – Main – UI Fun	ctionality	
If the Home Button	Reset the options	-N	Does not reset the	Blackbox
is Clicked	to the saved		options to the	
	options		saved options	
	Hide options panel			
	Thue options panel			
	Show main menu			
If the Servers	Reset the options	-N	Does not reset the	Blackbox
Button is Clicked	to the saved		options to the	
	options		saved options	
	Hide options panel			
If II II I I I I	Show servers panel	N		DI II
If the Host Button	Reset the options to the saved	-N	Does not reset the	Blackbox
is Clicked			options to the saved options	
	options		saved options	
	Hide options panel			
If the Device to	Show host panel	V		Disables
If the Revert is Clicked	Resets the options to the saved	Υ		Blackbox
Ciicked	options			
If the Apply is	Saves the currently	Υ		Blackbox
Clicked	applied options			
	Ontion	s Panel – General Opti	one III	
	Options	s Panei – General Opti	ons – Oi	
General Options:	The text is spelt	Υ		Blackbox
Label	correctly			
	The text fits into			
	the context of the			
	panel's purpose			
If the Show	The following UI	Υ		Blackbox
Framerate Menu	elements remain			
Item is Hovered	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Show Framerate:	The text is spelt	Υ		Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
-	. -	•	•	•

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Show Framerate:	The arrows are	Υ		Blackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Show	The arrows remain	Υ		Blackbox
Framerate Arrows	visible			
are Hovered				
If the Show	The arrows remain	Υ		Blackbox
Framerate Arrows	visible			
are Pressed				
Show Framerate:	The following	Υ		Blackbox
Options	options are			
	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
If the Refresh Rate	The following UI	Υ		Blackbox
Menu Item is	elements remain			
Hovered	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Refresh Rate:	The text is spelt	Υ		Blackbox
Text	correctly			Didonoon
TEXE	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Refresh Rate:	The arrows are	Υ		Blackbox
Arrows	visible	'		DIGCROOK
, 110443	TISISIC			
	The arrows are			
	clickable and			
	changes the option			
If the Refresh Rate	The arrows remain	Υ		Blackbox
Arrows are	visible	'		DIGCEDOX
Hovered	VISIDIC			
If the Refresh Rate	The arrows remain	Υ		Blackbox
Arrows are Pressed	visible	'		DIGCEDOX
Refresh Rate:	The following	Υ		Blackbox
Options	options are	'		DIACKNOX
Ομιίστιο	available:			
	avallable:			
	30			
	60 120			
	144			
	200			

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	260			
	Unlimited			
	The options are			
	spelt correctly			
If the Weapon	The following UI	Υ		Blackbox
· ·	elements remain	'		DIACKDOX
Projection Menu				
Item is Hovered	visible:			
	Text			
	Slider			
	Counter			
Weapon	The text is spelt	Υ		Blackbox
Projection:	correctly			
Text				
	The text is			
	descriptive of what			
	the setting			
	changes.			
Weapon	The slider is visible	Υ		Blackbox
Weapon	THE SHUEL IS VISIBLE	1		DIACKNOX
Projection:	The alleles 197			
Slider	The slider can slide			
	from 30.0 to 85.0			
Weapon	The counter	Υ		Blackbox
Projection:	updates to			
Slider:	numerically			
Counter	represent the			
	slider's value in the			
	format XX.X			
	Options Panel	- General Options - l	UI Functionality	
	орионо з инс.	, , , , , , , , , , , , , , , , , , ,	,	
If the Show	Toggles the	Υ	T	Blackbox
Framerate Left	options back			Bidenbox
Arrow is Clicked	sequentially			
		V		Diaglibay
If the Show	Toggles the	Υ		Blackbox
Framerate Right	options forward			
Arrow is Clicked	sequentially			DI 11
If Enable is	Shows the	Υ		Blackbox
Selected from the	framerate in the			
Show Framerate	upper-right corner			
Setting and	while in-game			
Applied to the				
Game				
If Disable is	Hides the	Υ		Blackbox
Selected from the	framerate in the			
Show Framerate	upper-right corner			
Setting and	while in-game			
	willie III-gaille			
Applied to the			i	Ī
Game				BL 11
Game If the Refresh Rate	Toggles the	Υ		Blackbox
Game If the Refresh Rate Left Arrow is	options back	Υ		Blackbox
Game If the Refresh Rate Left Arrow is Clicked	options back sequentially	Υ		
Game If the Refresh Rate Left Arrow is	options back	Y		Blackbox Blackbox
Game If the Refresh Rate Left Arrow is Clicked	options back sequentially			
Game If the Refresh Rate Left Arrow is Clicked If the Refresh Rate	options back sequentially Toggles the			

Γ	T	.	1	,
If 30 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 30			
Rate Setting and				
Applied to the				
Game				
If 60 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 60			1
Rate Setting and				1
Applied to the				
Game				
If 120 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 120	•		
Rate Setting and				
Applied to the				
Game				
If 144 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 144	'		DidCKDOX
Rate Setting and				
Applied to the				
Game				
If 200 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 200	'		DIACKDOX
Rate Setting and	Trainerate to 200			
•				
Applied to the				
Game	1l +l/-	V		Dia alda av
If 260 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 260			
Rate Setting and				
Applied to the				
Game	Linia also the a come o's	V		Blackbox
If Unlimited is Selected from the	Unlocks the game's	Υ		віаскрох
Refresh Rate	framerate			
Setting and				
Applied to the				
Game	11 1 1 1	V		DI II
If the Weapon	Update the	Υ		Blackbox
Projection Slider	weapon projection			
Value is Changed	slider counter			
If the New Weapon	Changes the	Υ		Blackbox
Projection Slider	perspective at			
Value is Applied	which the players			
	weapon is viewed			
		David C. II. C.	t 111	
	Options	Panel – Graphics Opt	ions - UI	
Graphics Options:	The text is spelt			Blackbox
Label	correctly			DIGCKDOX
ranci	Correctly			
	The text fits into			
	the context of the			
If the Own lite A.A.	panel's purpose			Die alde - · ·
If the Quality Menu	The following UI			Blackbox
Item is Hovered	elements remain			
	visible:			
<u>I</u>				

	ı	ı	
	Text		
	Arrows		
	Selected Option		
	Text		
Quality:	The text is spelt		Blackbox
Text	•		Diackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Quality:	The arrows are		Blackbox
Arrows	visible		
7410413	VISIBIC		
	The arrows are		
	The arrows are		
	clickable and		
	changes the option		
If the Quality	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Quality	The arrows remain		Blackbox
Arrows are Pressed	visible		
Quality:	The following		Blackbox
	_		DIACKDOX
Options	options are		
	available:		
	Fastest		
	Fast		
	Simple		
	Good		
	Beautiful		
	Fantastic		
	The options are		
	spelt correctly		
If the Antialiasing	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
riovereu	VISIDIE.		
	Taret		
	Text		
	Arrows		
	Selected Option		
	Text		
Antialiasing:	The text is spelt		Blackbox
Text	correctly		
	,		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Antialiasing:	The arrows are		 Blackbox
Arrows	visible		
L	l .	l l	I

	The environment		
	The arrows are		
	clickable and		
ICIL A III I	changes the option		DI II
If the Antialiasing	The arrows remain		Blackbox
Arrows are	visible		
Hovered	The surevise remain		Blackbox
If the Antialiasing	The arrows remain		віаскрох
Arrows are Pressed	visible		Diaglikay
Antialiasing: Options	The following		Blackbox
Options	options are available:		
	avaliable.		
	X2		
	X4		
	X8		
	Disable		
	2130010		
	The options are		
	spelt correctly		
If the Anisotropic	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Anisotropic:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Anisotropic:	The arrows are		Blackbox
Arrows	visible		
	The emercia		
	The arrows are		
	clickable and changes the option		
If the Anisotropic	The arrows remain		Blackbox
Arrows are	visible		DIACKUUX
Hovered	VISIDIC		
If the Anisotropic	The arrows remain		Blackbox
Arrows are Pressed	visible		DIACKDOX
Anisotropic:	The following		Blackbox
Options	options are		Didenson
3,5	available:		
	Enable		
	Force Enable		
	Disable		
	The options are		
	spelt correctly		
L			•

If the Motion Blur	The following III		Blackbox
Menu Item is	The following UI elements remain		ыаскоох
Hovered	visible:		
novereu	visible:		
	Tour		
	Text		
	Arrows		
	Selected Option		
	Text		
Motion Blur:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Motion Blur:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Motion Blur	The arrows remain		Blackbox
Arrows are	visible		DIGCROOK
Hovered	VISIBIE		
If the Motion Blur	The arrows remain		Blackbox
			DIACKUUX
Arrows are Pressed	visible		DI II
Motion Blur:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The options are		
	spelt correctly		
If the Bloom Menu	The following UI		Blackbox
Item is Hovered	elements remain		
	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Bloom:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Bloom:	The arrows are		Blackbox
	visible		DIGCKNOX
Arrows	VISIDIE		
	The arrays see		
	The arrows are		
	clickable and		
	changes the option		

If the Director	The emission '	<u> </u>	 Dia alda a c
If the Bloom	The arrows remain		Blackbox
Arrows are	visible		
Hovered	TI .		DI II
If the Bloom	The arrows remain		Blackbox
Arrows are Pressed	visible		DI II
Bloom:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The entire eve		
	The options are		
If the CCAO Manus	spelt correctly		Blackbox
If the SSAO Menu	The following UI elements remain		DIdCKUUX
Item is Hovered	visible:		
	VISIDIC.		
	Text		
	Arrows		
	Selected Option		
	Text		
SSAO:	The text is spelt		Blackbox
Text	correctly		DIGCKDOX
TEXT	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
SSAO:	The arrows are		Blackbox
Arrows	visible		-
	The arrows are		
	clickable and		
	changes the option		
If the SSAO Arrows	The arrows remain		Blackbox
are Hovered	visible		
If the SSAO Arrows	The arrows remain		 Blackbox
are Pressed	visible		
SSAO:	The following		 Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The options are		
16.11 61	spelt correctly		
If the Chromatic	The following UI		Blackbox
Aberration Menu	elements remain		
Item is Hovered	visible:		
	Tout		
	Text		
	Arrows		
	Selected Option		
	Text		

	T	T	Т	1
Chromatic	The text is spelt			Blackbox
Aberration:	correctly			
Text				
	The text is			
	descriptive of what			
	the setting			
	changes.			
Chromatic	The arrows are			Blackbox
Aberration:	visible			
Arrows				
	The arrows are			
	clickable and			
	changes the option			
If the Chromatic	The arrows remain			Blackbox
Aberration Arrows	visible			
are Hovered				
If the Chromatic	The arrows remain			Blackbox
Aberration Arrows	visible			
are Pressed				
Chromatic	The following			Blackbox
Aberration:	options are			
Options	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	spelt correctly	– Graphics Options –	UI Functionality	
If the Quality Left	spelt correctly	– Graphics Options –	UI Functionality	Blackbox
If the Quality Left Arrow is Clicked	spelt correctly Options Panel	– Graphics Options –	UI Functionality	Blackbox
-	Options Panel Toggles the	– Graphics Options –	UI Functionality	Blackbox
Arrow is Clicked	Options Panel Toggles the options back sequentially	– Graphics Options –	UI Functionality	Blackbox
-	Options Panel Toggles the options back	– Graphics Options –	UI Functionality	
Arrow is Clicked If the Quality Right	Options Panel Toggles the options back sequentially Toggles the	– Graphics Options –	UI Functionality	
Arrow is Clicked If the Quality Right	Options Panel Toggles the options back sequentially Toggles the options forward	- Graphics Options -	UI Functionality	
Arrow is Clicked If the Quality Right Arrow is Clicked	Options Panel Toggles the options back sequentially Toggles the options forward sequentially	– Graphics Options –	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical	– Graphics Options –	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the in-	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical	- Graphics Options -	UI Functionality	Blackbox Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to very low	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to very low	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game Applied to the Game	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low	- Graphics Options -	UI Functionality	Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the in-	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and	Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
Arrow is Clicked If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the in-	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game If Good is Selected	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to medium	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game If Good is Selected from the Quality	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to medium Set the graphical quality of the ingame textures and models to medium	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox
If the Quality Right Arrow is Clicked If Fastest is Selected from the Quality Setting and Applied to the Game If Fast is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game If Simple is Selected from the Quality Setting and Applied to the Game If Good is Selected	Options Panel Toggles the options back sequentially Toggles the options forward sequentially Set the graphical quality of the ingame textures and models to very low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to low Set the graphical quality of the ingame textures and models to medium	- Graphics Options -	UI Functionality	Blackbox Blackbox Blackbox

	Τ	T =
If the Anisotropic	Toggles the	Blackbox
Left Arrow is	options back	
Clicked	sequentially	
If the Anisotropic	Toggles the	Blackbox
Right Arrow is	options forward	
Clicked	sequentially	
If Enable is	Enables anisotropic	Blackbox
Selected from the	filtering	
Anisotropic Setting		
and Applied to the	Anisotropic	
Game	filtering sharpens	
	quality of textures	
	on surfaces that	
	are far away or on	
	odd viewing angles	
	from the camera	
If Force Enable is	Forces anisotropic	Blackbox
Selected from the	filtering to always	
Anisotropic Setting	be on	
and Applied to the		
Game		
If Disable is	Disables	Blackbox
Selected from the	anisotropic	
Anisotropic Setting	filtering	
and Applied to the		
Game		
If the Motion Blur	Toggles the	Blackbox
Left Arrow is	options back	
Clicked	sequentially	
If the Motion Blur	Toggles the	Blackbox
Right Arrow is	options forward	
Clicked	sequentially	
If Enable is	Turns motion blur	Blackbox
Selected from the	on for the in-game	Bidekbox
Motion Blur	cameras	
Setting and	carrieras	
Applied to the		
Game		
If Disable is	Turns motion blur	Blackbox
Selected from the	off for the in-game	BidCKDOX
Motion Blur	cameras	
Setting and	Callicias	
Applied to the Game		
If the Bloom Left	Toggles the	Blackbox
Arrow is Clicked		BIACKDUX
ALTOW IS CITCKED	options back	
If the Bloom Bight	sequentially	Blackbox
If the Bloom Right	Toggles the	DIACKDUX
Arrow is Clicked	options forward	
If Finals :-	sequentially	\A/L:+-L
If Enable is	Enables bloom	Whitebox
Selected from the	while firing	
Bloom Setting and		
Applied to the	Bloom is a weapon	
Game	mechanic in which	
	when a gun is	

	1		1
	fired, bloom will		
	cause the weapon		
	reticle to grow,		
	increasing the		
	possible hit points		
If Disable is	Disables bloom		Whitebox
Selected from the	effect		
Bloom Setting and			
Applied to the			
Game			
If the SSAO Left	Toggles the		Blackbox
Arrow is Clicked	options back		
16:1	sequentially		
If the SSAO Right	Toggles the		Blackbox
Arrow is Clicked	options forward		
	sequentially		
If Enable is	Enables screen		Whitebox
Selected from the	space ambient		
SSAO Setting and	occlusion (SSAO)		
Applied to the	for the in-game		
Game	cameras		
	6640		
	SSAO measures the		
	extent that		
	surrounding light		
	sources are		
	obscured upon 3d model surfaces in		
	real time		
If Disable is	Disables Screen		Whitebox
Selected from the	space ambient		VVIIILEDOX
SSAO Setting and	occlusion		
Applied to the	Occiusion		
Game			
If the Chromatic	Toggles the		Blackbox
Aberration Left	options back		Didekbox
Arrow is Clicked	sequentially		
If the Chromatic	Toggles the		Blackbox
Aberration Right	options forward		
Arrow is Clicked	sequentially		
If Enable is	Enables chromatic		Blackbox
Selected from the	aberration for all of		2.301.001
Chromatic	the in-game		
Aberration Setting	cameras		
and Applied to the			
Game	Chromatic		
	aberration is an		
	effect used by		
	developers to		
	make video games		
	feel more photo		
	realistic. The		
	developers do this		
	in video games by		
	creating an effect		
	that colour shifts		
L	Linac colour silines	1	

	the edges of some objects, depending on the brightness of the object in question, chromatic aberration can be found in one lens cameras in real life			
If Disable is Selected from the Chromatic Aberration Setting and Applied to the Game	Disables chromatic aberration for in- game cameras			Blackbox
	Option	ns Panel – Audio Optic	ons - UI	
Audio Options: Label	The text is spelt correctly The text fits into the context of the panel's purpose			Blackbox
If the Audio Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Audio: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Audio: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Audio Arrows are Pressed Audio: Options	The arrows remain visible The following options are available: Enable Disable The options are spelt correctly			Blackbox

If the Maleria	The fellowing 100	I	Dia alda - · ·
If the Volume	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Slider		
	Slider Counter		
Volume:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Volume:	The slider is visible		Blackbox
Slider			
	The slider can slide		
	from 0.0 to 100.0		
Volume:	The counter		Blackbox
Slider:	updates to		
Counter	numerically		
	represent the		
	slider's value in the		
	format XX.X%		
If the Music	The following UI		Blackbox
Volume Menu Item	elements remain		
is Hovered	visible:		
	Text		
	Slider		
	Slider Counter		
Music Volume:	The text is spelt		Blackbox
Text	correctly		
	,		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Music Volume:	The slider is visible		Blackbox
Slider			
	The slider can slide		
	from 0.0 to 100.0		
Music Volume:	The counter		Blackbox
Slider:	updates to		
Counter	numerically		
	represent the		
	slider's value in the		
	format XX.X%		
If the Voice Chat	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	1.5.5.6.		
	Text		
	Arrows		
	Selected Option		
	Text		
	·CAC	I	

Voice Chat:	The tout is smalt		Blackbox
	The text is spelt		Віаскрох
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Voice Chat:	The arrows are		Blackbox
	visible		Blackbox
Arrows	VISIBLE		
	The arrows are		
	clickable and		
	changes the option		
If the Voice Chat	The arrows remain		Blackbox
Arrows are Pressed	visible		
Voice Chat:	The following		Blackbox
Options	options are		13.55
options .	available:		
	avaliable.		
	Facility 1		
	Enable		
	Disable		
	The options are		
	spelt correctly		
If the Push to Talk	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Push to Talk:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Push to Talk:	The arrows are		Blackbox
			Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Push to Talk	The arrows remain		Blackbox
Arrows are Pressed	visible		
	•	· · · · · · · · · · · · · · · · · · ·	

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Push to Talk:	The following			Blackbox
Options	options are			
	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	spen correctly			
	Options Pane	l – Audio Options – UI	Functionality	
If the Audio Left	Toggles the			Blackbox
Arrow is Clicked	options back			
	sequentially			
If the Audio Right	Toggles the			Blackbox
Arrow is Clicked	options forward			
7110W IS CHEREU	sequentially			
If Enable is	Enable all game			Blackbox
Selected from the	audio			DIACKDOX
	audio			
Audio Setting and				
Applied to the				
Game	D: 11 II			DI II
If Disable is	Disable all game			Blackbox
Selected from the	audio			
Audio Setting and				
Applied to the				
Game				
If the Volume	Update the slider			Blackbox
Slider Value is	counter			
Changed				
If the New Volume	Update the volume			Blackbox
Slider Value is	of all game audio			
Applied	accordingly			
If the Music	Update the slider			Blackbox
Volume Slider	counter			
Value is Changed				
If the New Music	Update the game's			Blackbox
Volume Slider	music volume			
Value is Applied	accordingly			
If the Voice Chat	Toggles the			Blackbox
Left Arrow is	options back			2.401.001
Clicked	sequentially			
If the Voice Chat	Toggles the			Blackbox
Right Arrow is	options forward			DIGCROOM
Clicked	sequentially			
If Enable is	Turn on the in-			Blackbox
				DIACKNOX
Selected from the	game voice chat			
Voice Chat Setting				
and Applied to the				
Game				
If Disable is	Turn off the in-			Blackbox
Selected from the	game voice chat			

Voice Chat Setting		
and Applied to the		
Game		
If the Push to Talk	Toggles the	Blackbox
Left Arrow is	options back	
Clicked	sequentially	
If the Push to Talk	Toggles the	Blackbox
Right Arrow is	options forward	
Clicked	sequentially	
If Enable is	Enables push to	Blackbox
Selected from the	talk for the in-	
Push to Talk	game voice chat	
Setting and	5 1	
Applied to the	Push to talk is a	
Game	feature that allows	
	users to only have	
	their microphone	
	on while pressing a	
If Disable to	keyboard key	81.11
If Disable is	Disables push to	Blackbox
Selected from the	talk for the in-	
Push to Talk	game voice chat	
Setting and		
Applied to the		
Game		
	Option	Panel – Control Options - UI
Control Options:	The text is spelt	Blackbox
Label	correctly	DIACKDOX
Label	Correctly	
1	The text fits into	
	The text fits into	
	the context of the	
If the Sensitivity	the context of the panel's purpose	Plackbox
If the Sensitivity	the context of the panel's purpose The following UI	Blackbox
Menu Item is	the context of the panel's purpose The following UI elements remain	Blackbox
	the context of the panel's purpose The following UI	Blackbox
Menu Item is	the context of the panel's purpose The following UI elements remain visible:	Blackbox
Menu Item is	the context of the panel's purpose The following UI elements remain visible: Text	Blackbox
Menu Item is	the context of the panel's purpose The following UI elements remain visible: Text Slider	Blackbox
Menu Item is Hovered	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter	
Menu Item is Hovered Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt	Blackbox
Menu Item is Hovered	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter	
Menu Item is Hovered Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly	
Menu Item is Hovered Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is	
Menu Item is Hovered Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what	
Menu Item is Hovered Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting	
Menu Item is Hovered Sensitivity: Text	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting changes.	Blackbox
Menu Item is Hovered Sensitivity: Text Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting	
Menu Item is Hovered Sensitivity: Text	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting changes. The slider is visible	Blackbox
Menu Item is Hovered Sensitivity: Text Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting changes. The slider can slide	Blackbox
Menu Item is Hovered Sensitivity: Text Sensitivity: Slider	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting changes. The slider is visible The slider can slide from 0.1 to 10.0	Blackbox
Menu Item is Hovered Sensitivity: Text Sensitivity: Slider Sensitivity:	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting changes. The slider is visible The slider can slide from 0.1 to 10.0 The counter	Blackbox
Menu Item is Hovered Sensitivity: Text Sensitivity: Slider	the context of the panel's purpose The following UI elements remain visible: Text Slider Slider Counter The text is spelt correctly The text is descriptive of what the setting changes. The slider is visible The slider can slide from 0.1 to 10.0	Blackbox

1		1	
1	represent the		
	slider's value		
If the Aim Zoom	The following UI		Blackbox
Sensitivity Menu	elements remain		
Item is Hovered	visible:		
	Text		
	Slider		
	Slider Counter		
Aim Zoom	The text is spelt		Blackbox
Sensitivity:	correctly		
Text			
	The text is		
	descriptive of what		
	the setting		
	changes.		
Aim Zoom	The slider is visible		Blackbox
Sensitivity:	2 222. 13 1.3.010		2.3333
Slider	The slider can slide		
330.	from 10.0 to 150.0		
Aim Zoom:	The counter	+	Blackbox
Sensitivity:	updates to		DIACKDOX
Sensitivity: Slider:			
	numerically		
Counter	represent the		
If Ale - 1	slider's value		
If the Invert	The following UI		Blackbox
Vertical Look Menu	elements remain		
Item is Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Invert Vertical	The text is spelt		Blackbox
Look:	correctly		
Text			
	The text is		
	descriptive of what		
	the setting		
	changes.		
Invert Vertical	The arrows are		Blackbox
Look:	visible		1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
Arrows			
	The arrows are		
	clickable and		
	changes the option		
If the Invert	The arrows remain		Blackbox
Vertical Look	visible		Diackbox
Arrows are Clicked	שוטוטוכ		
	The following		Diagliba
Invert Vertical	The following		Blackbox
Look:	options are		
Options	available:		
	F 11		
	Enable		
	Disable		
1	•	l l	

	Γ	T	T	
	The options are			
	spelt correctly			
If the Invert	The following UI			Blackbox
Horizontal Look	elements remain			
Menu Item is	visible:			
Hovered				
	Text			
	Arrows			
	Selected Option			
	Text			
Invert Horizontal	The text is spelt			Blackbox
Look:	correctly			
Text				
	The text is			
	descriptive of what			
	the setting			
	changes.			
Invert Horizontal	The arrows are			Blackbox
Look:	visible			
Arrows				
	The arrows are			
	clickable and			
	changes the option			
If the Invert	The arrows remain			Blackbox
Horizontal Look	visible			
Arrows are Pressed				
Invert Horizontal	The following			Blackbox
Look:	options are			
Options	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	Options Panel	- Control Options - I	JI Functionality	
If the Consitivity	Lindata tha slidar	T	T	Dlackbox
If the Sensitivity	Update the slider			Blackbox
Slider Value is	counter			
Changed If the New	Undata tha in			Blackbox
	Update the in-			ыаскрох
Sensitivity Slider	game control			
Value is Applied	sensitivity			
If the Aims 75	accordingly			Dlackkay
If the Aim Zoom	Update the slider			Blackbox
Sensitivity Slider	counter			
Value is Changed	11-4-4-4			Dia alda av
If the New Aim	Update the in-			Blackbox
Zoom Sensitivity	game gun zoom			
Slider Value is	sensitivity			
Applied	accordingly			21.11
If the Invert	Toggles the			Blackbox
Vertical Look Left	options back			
Arrow is Clicked	sequentially			

T .	Τ		T	Τ
If the Invert	Toggles the			Blackbox
Vertical Look Right	options forward			
Arrow is Clicked	sequentially			
If Enable is	Inverts the in-game			Blackbox
Selected from the	vertical look			
Invert Vertical Look	directions			
Setting and				
Applied to the				
Game				
If Disable is	The in-game			Blackbox
Selected from the	vertical look			
Invert Vertical Look	directions are			
Setting and	normal			
Applied to the				
Game				
If the Invert	Inverts the in-game			Blackbox
Horizontal Look	horizontal look			
Left-Arrow is	directions			
Clicked				
If the Invert	The in-game			Blackbox
Horizontal Look,	horizontal look			
Right-Arrow is	directions are			
Clicked	normal			
	Pause	Menu – Settings – M	1ain - UI	
Resume:	The text is spelt	Υ		Blackbox
Button:	correctly			
Text				
	The text fits into			
	the context of the			
	button's purpose			
If the Resume	The button and	-N	The button's	Blackbox
Button is Hovered	button text remain		background	
	visible		becomes too	
			bright and it is hard	
			to read the	
			to read the	
Ì			button's text	
If the Resume	The button and	Υ		Blackbox
If the Resume Button is Pressed	The button and button text	Υ		Blackbox
		Υ		Blackbox
Button is Pressed	button text remains visible	Y		
Button is Pressed Scoreboard:	button text remains visible The text is spelt			Blackbox Blackbox
Button is Pressed	button text remains visible			
Button is Pressed Scoreboard: Button:	button text remains visible The text is spelt			
Button is Pressed Scoreboard: Button:	button text remains visible The text is spelt correctly			
Button is Pressed Scoreboard: Button:	button text remains visible The text is spelt correctly The text fits into the context of the			
Button is Pressed Scoreboard: Button:	button text remains visible The text is spelt correctly The text fits into			
Scoreboard: Button: Text	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose	Y	The button's	Blackbox
Scoreboard: Button: Text If the Scoreboard	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and	Y	button's text	Blackbox
Scoreboard: Button: Text If the Scoreboard	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	Y	The button's background becomes too	Blackbox
Scoreboard: Button: Text If the Scoreboard	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	Y	The button's background becomes too bright and it is hard	Blackbox
Scoreboard: Button: Text If the Scoreboard	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	Y	The button's background becomes too	Blackbox
Scoreboard: Button: Text If the Scoreboard	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and button text remain	Y	The button's background becomes too bright and it is hard to read the	Blackbox
Scoreboard: Button: Text If the Scoreboard Button is Hovered	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and button text remain visible	-N	The button's background becomes too bright and it is hard to read the	Blackbox
Scoreboard: Button: Text If the Scoreboard Button is Hovered	button text remains visible The text is spelt correctly The text fits into the context of the button's purpose The button and button text remain visible The button and	-N	The button's background becomes too bright and it is hard to read the	Blackbox

Revert:	The text is spelt	Υ		Blackbox		
Button:	correctly	'		DIACKDOX		
Text	correctly					
TEXE	The text fits into					
	the context of the					
	button's purpose					
If the Revert	The button and	Υ		Blackbox		
Button is Hovered	button text remain					
	visible					
If the Revert	The button and	-N	The thin button	Blackbox		
Button is Pressed	button text remain		border blends into			
	visible		the background			
			and becomes hard			
			to see			
Apply:	The text is spelt	Υ		Blackbox		
Button:	correctly					
Text						
	The text fits into					
	the context of the					
.6.1	button's purpose					
If the Apply Button	The button and	Υ		Blackbox		
is Hovered	button text remain visible					
If the Apply Button	The button and	Υ		Blackbox		
If the Apply Button is Pressed	button text remain	Ĭ		Біаскоох		
is riesseu	visible					
	VISIDIC					
	Pause Menu	– Settings – Main – UI	Functionality			
			T			
If the Resume	Reset the options	-N	Does not reset the	Blackbox		
Button is Clicked	to the saved		options to the			
	options		saved options			
	Hide the pause					
If the Scoreboard	menu Reset the options	-N	Does not reset the	Blackbox		
Button is Clicked	to the saved	-IN	options to the	Біаскоох		
Button is Clicked	options		saved options			
	Оршонз		Savea options			
	Hide the settings					
	panel					
	F					
	Show the					
	scoreboard panel					
If the Revert is	Resets the options	Υ		Blackbox		
Clicked	to the saved					
	options					
If the Apply is	Saves the currently	Υ		Blackbox		
Clicked	applied options					
	Pause Menu – Settings – General Options – UI					
	l =:	I		1		
General Options:	The text is spelt	Υ		Blackbox		
Label	correctly					
_						

	T = 1	ı	
	The text fits into		
	the context of the		
	panel's purpose		
If the Show	The following UI	Υ	Blackbox
Framerate Menu	elements remain		
Item is Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Show Framerate:	The text is spelt	Υ	Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Show Framerate:	The arrows are	Υ	Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Show	The arrows remain	Υ	Blackbox
Framerate Arrows	visible		
are Hovered			
If the Show	The arrows remain	Υ	Blackbox
Framerate Arrows	visible		
are Pressed			
Show Framerate:	The following	Υ	Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The options are		
.6.1	spelt correctly		
If the Refresh Rate	The following UI	Υ	Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	T		
	Text		
	Arrows		
	Selected Option		
Defeat D	Text	V	21 11
Refresh Rate:	The text is spelt	Υ	Blackbox
Text	correctly		
	The tout is		
	The text is		
	descriptive of what		
	the setting		
Defrech Dets:	changes.	V	Diaglit
Refresh Rate:	The arrows are	Υ	Blackbox
Arrows	visible		

	The agreement are		
	The arrows are		
	clickable and		
If the Refresh Rate	changes the option	V	Dia alda a
	The arrows remain	Υ	Blackbox
Arrows are	visible		
Hovered			
If the Refresh Rate	The arrows remain	Υ	Blackbox
Arrows are Pressed	visible		
Refresh Rate:	The following	Υ	Blackbox
Options	options are		
	available:		
	30		
	60		
	120		
	144		
	200		
	260		
	Unlimited		
	The options are		
	spelt correctly		
If the Weapon	The following UI	Υ	Blackbox
Projection Menu	elements remain		
Item is Hovered	visible:		
Terri is riovered	VISIOIC.		
	Text		
	Slider		
	Counter		
Weapon	The text is spelt	Υ	Blackbox
Projection:	correctly	1	DIACKDOX
Text	Correctly		
Text	The text is		
	descriptive of what		
	the setting		
Mooner	changes. The slider is visible	Υ	Dlackhay
Weapon	The slider is visible	Ť	Blackbox
Projection:	The slider see alists		
Slider	The slider can slide		
Maria	from 30.0 to 85.0	V	DII-I-
Weapon	The counter	Υ	Blackbox
Projection:	updates to		
Slider:	numerically		
Counter	represent the		
	slider's value in the		
	format XX.X		
Player Class:	The text is spelt	Υ	Blackbox
Text	correctly		
	The text fits into		
	the context of the		
	dropdown menu's		
	purpose		
	• • •		

Player Class	The player class	Υ	Blackbox
Container:	container icon is		
Icon	visible		
	The player class		
	container icon		
	matches the player		
	class dropdown		
	-		
	menu selected		
	item icon	.,	
Player Class	The player class	Υ	Blackbox
Container:	container text		
Text	matches the player		
	class dropdown		
	menu selected		
	item text		
Player Class	The player class	Υ	Blackbox
Container:	container arrow is		
Arrow	visible		
	Visione		
If the Player Class	The player class	Υ	Blackbox
Container is	container remains		
Hovered	visible as well as		
	the following		
	player class		
	container UI		
	elements:		
	elefficits.		
	lcon		
	Icon		
	Text		
ICIL DI CI	Arrow	V	DI II
If the Player Class	The player class	Υ	Blackbox
Container is	container remains		
Pressed	visible as well as		
	the following		
	player class		
	container UI		
	elements:		
	Icon		
	Text		
	Arrow		
If the Player Class	The player class	N/A	Blackbox
Dropdown Menu is	dropdown menu		
Scrolled with a	scrolls at an		
Mouse Wheel	acceptable pace		
Player Class	The player class	Υ	Blackbox
Dropdown Menu:	dropdown menu		
Items	contains the		
.ccms	following items		
	with the		
	appropriate icons:		
	Accoult		
	Assault		
	Recon		
	Support		

	Engineer			
	All the above UI is			
	visible			
	All of the above			
	menu items fit into			
	the dropdown			
	menu			
	All the above UI			
	text is spelt			
	correctly			
If a Player Class	The icon and text	Υ		Blackbox
Dropdown Menu	remain visible			
Item is Hovered	· · · ·			81 11
If a Player Class	The icon and text	Υ		Blackbox
Dropdown Menu Item is Pressed	remain visible			
1011113 1 103300				
	Pause Menu – Sett	ings – General Option	s – UI Functionality	
If the Show	Toggles the	Υ		Blackbox
Framerate Left	options back			
Arrow is Clicked	sequentially	.,		
If the Show	Toggles the	Υ		Blackbox
Framerate Right Arrow is Clicked	options forward sequentially			
If Enable is	Shows the	Υ		Blackbox
Selected from the	framerate in the	I		BIACKDOX
Show Framerate	upper-right corner			
Setting and	while in-game			
Applied to the				
Game				
If Disable is	Hides the	Υ		Blackbox
Selected from the	framerate in the			
Show Framerate	upper-right corner			
Setting and Applied to the	while in-game			
Game				
If the Refresh Rate	Toggles the	Υ		Blackbox
Left Arrow is	options back	•		
Clicked	sequentially			
If the Refresh Rate	Toggles the	Υ		Blackbox
Right Arrow is	options forward			
Clicked	sequentially			DI II
If 30 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 30			
Rate Setting and Applied to the				
Game				
If 60 is Selected	Locks the game's	Υ		Blackbox
from the Refresh	framerate to 60			
Rate Setting and				
Applied to the				
Game				

If 120 is Selected	Locks the game's	Υ	Blackbox
from the Refresh	framerate to 120		
Rate Setting and			
Applied to the			
Game			
If 144 is Selected	Locks the game's	Υ	Blackbox
from the Refresh	framerate to 144	'	BidCKBOX
	mainerate to 144		
Rate Setting and			
Applied to the			
Game			
If 200 is Selected	Locks the game's	Υ	Blackbox
from the Refresh	framerate to 200		
Rate Setting and			
Applied to the			
Game			
If 260 is Selected	Locks the game's	Υ	Blackbox
from the Refresh	framerate to 260		
Rate Setting and			
Applied to the			
Game			
If Unlimited is	Unlocks the game's	Υ	Blackbox
Selected from the	framerate	'	DIGCKDOX
Refresh Rate	Trainerate		
Setting and			
Applied to the			
Game			
If the Weapon	Update the	Υ	Blackbox
Projection Slider	weapon projection		
Value is Changed	slider counter		
If the New Weapon	Changes the	Υ	Blackbox
Projection Slider	perspective at		
Value is Applied	which the players		
	weapon is viewed		
If the Player Class	Show player class	Υ	Blackbox
Container is	dropdown menu		
Clicked	aropaowirinena		
			DI II
If the Player Class	Hide player class	Υ	Blackbox
Dropdown Menu	dropdown menu		
is Open and			
Another UI			
Element is			
Clicked			
	Hido player slage	Υ	Blackbox
If the Player Class	Hide player class	ī	віаскрох
Dropdown Menu	dropdown menu		
Selected Item is			
Clicked			
If the Assault	Set player class	Υ	Blackbox
Menu Item is	1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		
Unselected and	Undata player		
	Update player		
Clicked	class container		
	icon and text		
	The player's class		
	will now be		
	1		

	changed to the		
	assault player's		
	class from the		
	next game		
	onward		
	Onward		
	The assault		
	player class		
	consists of the		
	following		
	weapons:		
	Rifle		
	Pistol		
	Grenade		
	Launcher		
	Knife		
If the Recon	Set player class	Υ	 Blackbox
Menu Item is			
Unselected and	Update player		
Clicked	class container		
	icon and text		
	The player's class		
	will now be		
	changed to the		
	recon player's		
	class from the		
	next game		
	onward		
	The recon player		
	class consists of		
	the following		
	weapons:		
	Sniper		
	Pistol		
	Grenade		
	Knife		
If the Support	Set player class	Υ	Blackbox
Menu Item is	, ,		
Unselected and	Update player		
Clicked	class container		
Siloned	icon and text		
	icon una text		
	The player's class		
	The player's class will now be		
	changed to the		
	support player's		
	class from the		

	next game			
	onward			
	The support			
	player class			
	consists of the			
	following			
	weapons:			
	Rifle			
	Pistol			
	Molotov			
	Knife			
If the Engineer	Set player class	Υ		Blackbox
Menu Item is				
Unselected and	Update player			
Clicked	class container			
	icon and text			
	The player's class			
	will now be			
	changed to the			
	engineer player's			
	class from the			
	next game			
	onward			
	The engineer			
	player class is			
	now the set in-			
	game player class			
	Chataun			
	Shotgun			
	Pistol			
	Molotov Knife			
	Kille			
	Pause Menu	– Settings – Graphics	Options - UI	
Graphics Options:	The text is spelt			Blackbox
Label	correctly			
	The text fits into			
	the context of the			
If the Quality Menu	panel's purpose The following UI			Blackbox
Item is Hovered	elements remain			DIACKDOX
item is noveled	visible:			
	1.5.5.6.			
	Text			
	Arrows			
	Selected Option			
	Text			

	T	T	1
Quality:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	_		
0 10	changes.		DI II
Quality:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Quality	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Quality	The arrows remain		Blackbox
Arrows are Pressed	visible		
Quality:	The following		Blackbox
Options	options are		DIACKDOX
Οριίστις	available:		
	avaliable:		
	Fastest		
	Fast		
	Simple		
	Good		
	Beautiful		
	Fantastic		
	The options are		
	spelt correctly		
If the Antialiasing	The following UI		Blackbox
Menu Item is	elements remain		Diackbox
Hovered	visible:		
novereu	visible.		
	Text		
	Arrows		
	Selected Option		
	Text		
Antialiasing:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Antialiasing:	The arrows are		Blackbox
Arrows	visible		SIGURDON
\(\alpha\) \(\alpha\)	VISIDIC		
	The arrays see		
	The arrows are		
	clickable and		
	changes the option		
If the Antialiasing	The arrows remain		Blackbox
Arrows are	visible		
Hovered			

If the Antialiasing	The arrows remain	T	Blackbox
Arrows are Pressed	visible		DIACKDOX
Antialiasing:	The following		Blackbox
Options	options are		DIGCROOM
- 1	available:		
	X2		
	X4		
	X8		
	Disable		
	The options are		
If the A	spelt correctly		Die alde av
If the Anisotropic	The following UI		Blackbox
Menu Item is Hovered	elements remain visible:		
ilovered	VISIDIE.		
	Text		
	Arrows		
	Selected Option		
	Text		
Anisotropic:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		81 11
Anisotropic:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Anisotropic	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Anisotropic	The arrows remain		Blackbox
Arrows are Pressed	visible		
Anisotropic:	The following		Blackbox
Options	options are		
	available:		
	Fnahla		
	Enable Force Enable		
	Disable		
	Disable		
	The options are		
	spelt correctly		
If the Motion Blur	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		

	Colombo d Octal	<u> </u>	
	Selected Option		
	Text		
Motion Blur:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Motion Blur:	The arrows are		Blackbox
Arrows	visible		
	-		
	The arrows are		
	clickable and		
.6.1	changes the option		
If the Motion Blur	The arrows remain		Blackbox
Arrows are	visible		
Hovered	_,		
If the Motion Blur	The arrows remain		Blackbox
Arrows are Pressed	visible		
Motion Blur:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	_,		
	The options are		
16.1 51 14	spelt correctly		81.11
If the Bloom Menu	The following UI		Blackbox
Item is Hovered	elements remain		
	visible:		
	T+		
	Text		
	Arrows		
	Selected Option		
Disamo	Text		Disable and
Bloom:	The text is spelt		Blackbox
Text	correctly		
	The toyt is		
	The text is		
	descriptive of what		
	the setting		
Bloom:	changes. The arrows are		Blackbox
	visible		віаскоох
Arrows	VISIDIC		
	The arrows are		
	clickable and		
If the Bloom	changes the option The arrows remain		Blackbox
	visible		віаскоох
Arrows are	VISIDIE		
Hovered If the Bloom	The arrows remain		Blackbox
Arrows are Pressed	visible		DIACKDOX
ALLOWS BLE PLESSED	VISIDIC		

	T	 T	T
Bloom:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The options are		
	spelt correctly		
If the SSAO Menu	The following UI		Blackbox
Item is Hovered	elements remain		DIACKDOX
itelli is noveled			
	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
SSAO:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
SSAO:	The arrows are		Blackbox
Arrows	visible		
7410413	VISIOIC		
	The arrows are		
	clickable and		
	changes the option		
If the SSAO Arrows	The arrows remain		Blackbox
are Hovered	visible		DIACKDOX
If the SSAO Arrows	1		Blackbox
	The arrows remain		DIdCKDUX
are Pressed	visible		
SSAO:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The options are		
	spelt correctly		
If the Chromatic	The following UI	 	Blackbox
Aberration Menu	elements remain		
Item is Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Chromatic	The text is spelt		Blackbox
Aberration:	correctly		
Text			
. CAC	The text is		
	descriptive of what		
	T descriptive of what		

	T	1		
	the setting			
	changes.			
Chromatic	The arrows are			Blackbox
Aberration:	visible			
Arrows				
	The arrows are			
	clickable and			
	changes the option			
If the Chromatic	· · · · · · · · · · · · · · · · · · ·			Blackbox
	The arrows remain			BIACKDOX
Aberration Arrows	visible			
are Hovered				
If the Chromatic	The arrows remain			Blackbox
Aberration Arrows	visible			
are Pressed				
Chromatic	The following			Blackbox
Aberration:	options are			
Options	available:			
- Prioris	a variable.			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	Pause Menu – Sett	ings – Graphics Option	s – UI Functionality	
If the Quality Left	Toggles the			Blackbox
Arrow is Clicked	options back			
	sequentially			
If the Quality Right	Toggles the			Blackbox
Arrow is Clicked	options forward			Biacksox
ATTOW 15 CHCKCU	sequentially			
If Footoot is				Blackbox
If Fastest is	Set the graphical			віаскрох
Selected from the	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to very low			
Game				
If Fast is Selected	Set the graphical			Blackbox
from the Quality	quality of the in-			
Setting and	game textures and			
Applied to the	models to low			
Game				
If Simple is	Set the graphical			Blackbox
Selected from the				DIGUNDON
	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to medium			
Game				
If Good is Selected	Set the graphical			Blackbox
from the Quality	quality of the in-			
Setting and	game textures and			
Applied to the	models to high			
Game				
If Beautiful is	Set the graphical			Blackbox
Selected from the	quality of the in-			=.0000
Quality Setting and	game textures and			
Quanty Setting and	barrie textures and	<u>I</u>		

A 1' 1 1	1		
Applied to the	models to very		
Game	high		
If Fantastic is	Set the graphical		Blackbox
Selected from the	quality of the in-		
Quality Setting and	game textures and		
Applied to the	models to ultra		
Game			
If the Antialiasing	Toggles the		Blackbox
Left Arrow is	options back		
Clicked	sequentially		
If the Antialiasing	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		
If X2 is Selected	Sets the multi-		Blackbox
from the	sampling		
Antialiasing Setting	antialiasing to 2X		
and Applied to the			
Game	2x antialiasing		
	takes two samples		
	from the rendered		
	frame to improve		
	edge quality and		
	remove jaggies		
If X4 is Selected	Sets the multi-		Blackbox
from the	sampling		
Antialiasing Setting	antialiasing to 4X.		
and Applied to the			
Game	4x antialiasing		
- Cuc	takes four samples		
	from the rendered		
	frame to improve		
	edge quality and		
	remove jaggies		
If X8 is Selected	Sets the multi-		Blackbox
from the	sampling		Бискоох
Antialiasing Setting	antialiasing to 8X.		
and Applied to the	arrelandship to oxi		
Game	8x antialiasing		
3	takes eight		
	samples from the		
	rendered frame to		
	improve edge		
	quality and remove		
	jaggies		
If Disable is	Disables multi-		Blackbox
Selected from the	sampling		2.401.007
Antialiasing Setting	antialiasing		
and Applied to the	andanasing		
Game			
If the Anisotropic	Toggles the		Blackbox
Left Arrow is	options back		DIGCROOM
Clicked	sequentially		
If the Anisotropic	Toggles the		Blackbox
Right Arrow is	options forward		DIACKNOX
Clicked	sequentially		
Circkeu	sequentially		

	1		
If Enable is	Enables anisotropic		Blackbox
Selected from the	filtering		
Anisotropic Setting			
and Applied to the	Anisotropic		
Game	filtering sharpens		
	quality of textures		
	on surfaces that		
	are far away or on		
	odd viewing angles		
	from the camera		
If Force Enable is	Forces anisotropic		Blackbox
Selected from the	filtering to always		
Anisotropic Setting	be on		
and Applied to the			
Game			
If Disable is	Disables		Blackbox
Selected from the	anisotropic		
Anisotropic Setting	filtering		
and Applied to the			
Game			-1
If the Motion Blur	Toggles the		Blackbox
Left Arrow is	options back		
Clicked	sequentially		
If the Motion Blur	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		
If Enable is	Turns motion blur		Blackbox
Selected from the	on for the in-game		
Motion Blur	cameras		
Setting and			
Applied to the			
Game			
If Disable is	Turns motion blur		Blackbox
Selected from the	off for the in-game		
Motion Blur	cameras		
Setting and			
Applied to the			
Game	T 1 ···		DI II
If the Bloom Left	Toggles the		Blackbox
Arrow is Clicked	options back		
ICH DI ST. I	sequentially		DI II
If the Bloom Right	Toggles the		Blackbox
Arrow is Clicked	options forward		
If Fig. 1.1.	sequentially		\A/ -'+- -
If Enable is	Enables bloom		Whitebox
Selected from the	while firing		
Bloom Setting and	Diagrapia and		
Applied to the	Bloom is a weapon		
Game	mechanic in which		
	when a gun is		
	fired, bloom will		
	cause the weapon		
	reticle to grow,		
	increasing the		
	possible hit points		

If Disable is	Disables bloom		Whitebox
Selected from the	effect		vviiitebox
Bloom Setting and	enect		
Applied to the			
Game			
If the SSAO Left	Toggles the		Blackbox
Arrow is Clicked	options back		Biackbox
	sequentially		
If the SSAO Right	Toggles the		Blackbox
Arrow is Clicked	options forward		
	sequentially		
If Enable is	Enables screen		Whitebox
Selected from the	space ambient		
SSAO Setting and	occlusion (SSAO)		
Applied to the	for the in-game		
Game	cameras		
	SSAO measures the		
	extent that		
	surrounding light		
	sources are		
	obscured upon 3d model surfaces in		
	real time		
If Disable is	Disables Screen		Whitebox
Selected from the	space ambient		Willebox
SSAO Setting and	occlusion		
Applied to the	occiusion.		
Game			
If the Chromatic	Toggles the		Blackbox
Aberration Left	options back		
Arrow is Clicked	sequentially		
If the Chromatic	Toggles the		Blackbox
Aberration Right	options forward		
Arrow is Clicked	sequentially		
If Enable is	Enables chromatic		Blackbox
Selected from the	aberration for all of		
Chromatic	the in-game		
Aberration Setting	cameras		
and Applied to the			
Game	Chromatic		
	aberration is an		
	effect used by		
	developers to		
	make video games feel more photo		
	realistic. The		
	developers do this		
	in video games by		
	creating an effect		
	that colour shifts		
	the edges of some		
	objects, depending		
	on the brightness		
	of the object in		
	question,		

	chromatic			
	aberration can be			
	found in one lens			
	cameras in real life			
If Disable is	Disables chromatic			Blackbox
				DIACKDOX
Selected from the	aberration for in-			
Chromatic	game cameras			
Aberration Setting				
and Applied to the				
Game				
	Pause Men	u – Settings – Audio C	Options - UI	
Audio Options:	The text is spelt			Blackbox
Label	correctly			2146112611
Label	Correctly			
	The text fits into			
	the context of the			
	panel's purpose			
If the Audio Menu	The following UI			Blackbox
Item is Hovered	elements remain			
	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Audio:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
A !!				Dia alda a
Audio:	The arrows are			Blackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Audio Arrows	The arrows remain			Blackbox
are Pressed	visible			
Audio:	The following			Blackbox
Options	options are			
Ομιίστιο	available:			
	avaliable:			
	Fachla			
	Enable			
	Disable			
	The options are			
	spelt correctly			
If the Volume	The following UI			Blackbox
Menu Item is	elements remain			
Hovered	visible:			
	TISIDIC.			
	Text			
	ICAL			

	1		T
	Slider		
	Slider Counter		
Volume:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Volume:	The slider is visible		Blackbox
Slider			
	The slider can slide		
	from 0.0 to 100.0		
Volume:	The counter		Blackbox
Slider:	updates to		Бискоох
Counter	numerically		
Counter	represent the		
	slider's value in the		
If the NA	format XX.X%		Die alde
If the Music	The following UI		Blackbox
Volume Menu Item	elements remain		
is Hovered	visible:		
	Text		
	Slider		
	Slider Counter		
Music Volume:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Music Volume:	The slider is visible		Blackbox
Slider	The shaer is visible		Bidenoox
Under	The slider can slide		
	from 0.0 to 100.0		
Music Volume:	The counter		Blackbox
			DIGCKDUX
Slider:	updates to		
Counter	numerically		
	represent the		
	slider's value in the		
	format XX.X%		
If the Voice Chat	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Voice Chat:	The text is spelt		Blackbox
Text	correctly		_
= 			
	The text is		
	descriptive of what		
	acscriptive or what		I

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	the setting			
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	changes.			DI II
Voice Chat:	The arrows are			Blackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Voice Chat	The arrows remain			Blackbox
Arrows are Pressed	visible			
Voice Chat:	The following			Blackbox
Options	options are			
	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
If the Push to Talk	The following UI			Blackbox
Menu Item is	elements remain			=:
Hovered	visible:			
Tiovered	VISIDIC.			
	Text			
	Arrows			
	Selected Option			
	Text			
Push to Talk:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Push to Talk:	The arrows are			Blackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Push to Talk	The arrows remain			Blackbox
Arrows are Pressed	visible			
Push to Talk:	The following			Blackbox
Options	options are			
550000	available:			
	Enable			
	Disable			
	DISUDIC			
	The options are			
	spelt correctly			
	Dougo Marin Cod	tings Audio Outis	III Eurotionality	
	Pause Ivienu – Sei	tings – Audio Options	- or runctionality	

If the Audio Left	Toggles the	Blackbox
Arrow is Clicked	options back	
	sequentially	
If the Audio Right	Toggles the	Blackbox
Arrow is Clicked	options forward	
	sequentially	
If Enable is	Enable all game	Blackbox
Selected from the	audio	
Audio Setting and		
Applied to the		
Game		
If Disable is	Disable all game	Blackbox
Selected from the	audio	
Audio Setting and		
Applied to the		
Game		
If the Volume	Update the slider	Blackbox
Slider Value is	counter	
Changed		
If the New Volume	Update the volume	Blackbox
Slider Value is	of all game audio	
Applied	accordingly	
If the Music	Update the slider	Blackbox
Volume Slider	counter	
Value is Changed		
If the New Music	Update the game's	Blackbox
Volume Slider	music volume	
Value is Applied	accordingly	
If the Voice Chat	Toggles the	Blackbox
Left Arrow is	options back	
Clicked	sequentially	
If the Voice Chat	Toggles the	Blackbox
Right Arrow is	options forward	
Clicked	sequentially	
If Enable is	Turn on the in-	Blackbox
Selected from the	game voice chat	
Voice Chat Setting		
and Applied to the		
Game		
If Disable is	Turn off the in-	Blackbox
Selected from the	game voice chat	
Voice Chat Setting		
and Applied to the		
Game		
If the Push to Talk	Toggles the	Blackbox
Left Arrow is	options back	
Clicked	sequentially	
If the Push to Talk	Toggles the	Blackbox
Right Arrow is	options forward	
Clicked	sequentially	1
If Enable is	Enables push to	Blackbox
Selected from the	talk for the in-	
Push to Talk	game voice chat	
Setting and		

				Г
Applied to the	Push to talk is a			
Game	feature that allows			
	users to only have			
	their microphone			
	on while pressing a			
	keyboard key			
If Disable is	Disables push to			Blackbox
Selected from the	talk for the in-			
Push to Talk	game voice chat			
Setting and				
Applied to the				
Game				
	Pause Men	u – Settings – Control (Options - UI	
Control Ontions	The toyt is shelt			Blackbox
Control Options: Label	The text is spelt			Віаскрох
Labei	correctly			
	The text fits into			
	the context of the			
If the Sensitivity	panel's purpose The following UI			Blackbox
Menu Item is	elements remain			BIACKDOX
Hovered	visible:			
	Tour			
	Text			
	Slider			
Complete de	Slider Counter			Disables
Sensitivity:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Sensitivity:	The slider is visible			Blackbox
Slider	THE SHUEL IS VISIBLE			DIACKDOX
Siluei	The slider can slide			
	from 0.1 to 10.0			
Sensitivity:	The counter			Blackbox
Slider:	updates to			DIACKDOX
Counter	numerically			
Counter	represent the			
	slider's value			
If the Aim Zoom	The following UI			Blackbox
Sensitivity Menu	elements remain			21001007
Item is Hovered	visible:			
,				
	Text			
	Slider			
	Slider Counter			
Aim Zoom	The text is spelt			Blackbox
Sensitivity:	correctly			2.301.001
Text				
	The text is			
	descriptive of what			
				,

	41		
	the setting		
=	changes.		-1 11
Aim Zoom	The slider is visible		Blackbox
Sensitivity:			
Slider	The slider can slide		
	from 10.0 to 150.0		
Aim Zoom:	The counter		Blackbox
Sensitivity:	updates to		
Slider:	numerically		
Counter	represent the		
	slider's value		
If the Invert	The following UI		Blackbox
Vertical Look Menu	elements remain		
Item is Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Invert Vertical	The text is spelt		Blackbox
Look:	correctly		
Text			
	The text is		
	descriptive of what		
	the setting		
	changes.		
Invert Vertical	The arrows are		Blackbox
Look:	visible		DidCKDOX
Arrows	VISIBIC		
Allows	The arrows are		
	clickable and		
	changes the option		
If the Invert	The arrows remain		Blackbox
Vertical Look	visible		DIACKDOX
	VISIBLE		
Arrows are Clicked	T		DI II
Invert Vertical	The following		Blackbox
Look:	options are		
Options	available:		
	Enable		
	Disable		
	··		
	The options are		
16.1	spelt correctly		BL 11
If the Invert	The following UI		Blackbox
Horizontal Look	elements remain		
Menu Item is	visible:		
Hovered			
	Text		
	Arrows		
	Selected Option		
	Text		
Invert Horizontal	The text is spelt		Blackbox
Look:	correctly		
Text			

	1			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Invert Horizontal	The arrows are			Blackbox
Look:	visible			
Arrows				
	The arrows are			
	clickable and			
	changes the option			
If the Invert	The arrows remain			Blackbox
Horizontal Look	visible			
Arrows are Pressed	1.0.0.0			
Invert Horizontal	The following			Blackbox
Look:	options are			Bidekbox
Options	available:			
Options	avaliable.			
	- Fnahla			
	Enable			
	Disable			
	_,			
	The options are			
	spelt correctly			
	Pause Menu – Sett	ings – Control Options	- UI Functionality	
If the Sensitivity	Update the slider			Blackbox
Slider Value is	counter			
Changed				
If the New	Update the in-			Blackbox
Sensitivity Slider	game control			
Value is Applied	sensitivity			
	accordingly			
If the Aim Zoom	Update the slider			Blackbox
Sensitivity Slider	counter			
Value is Changed				
If the New Aim	Update the in-			Blackbox
Zoom Sensitivity	game gun zoom			DIGCROOM
Slider Value is	sensitivity			
Applied	accordingly			
If the Invert				Blackbox
	Toggles the			DIdCKUUX
Vertical Look Left	options back			
Arrow is Clicked	sequentially			Dia alda - · ·
If the Invert	Toggles the			Blackbox
Vertical Look Right	options forward			
Arrow is Clicked	sequentially			
If Enable is	Inverts the in-game			Blackbox
Selected from the	vertical look			
Invert Vertical Look	directions			
Setting and				
Applied to the				
Game				
If Disable is	The in-game			Blackbox
Selected from the	vertical look			
Invert Vertical Look	directions are			
Setting and	normal			
Jeening and		<u> </u>		L

Applied to the			
Game			
If the Invert	Inverts the in-game		Blackbox
Horizontal Look	horizontal look		
Left-Arrow is	directions		
Clicked			
If the Invert	The in-game		Blackbox
Horizontal Look,	horizontal look		
Right-Arrow is	directions are		
Clicked	normal		