

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

	The text fits into the context of the input field's purpose			
If Text is Typed within the Input Field on the Sign-in Screen	The typed text is visible			Blackbox
If Typed Text is Highlighted within the Input Field on the Sign-in Screen	The typed text remains visible			Blackbox
Sign-in: Checkbox: Text	The text is spelt correctly The text fits into the context of the checkbox's purpose			Blackbox
Sign-in: Checkbox: Ticked	The tick is visible The checkbox can be unticked with one click			Blackbox
Sign-in: Checkbox: Unticked	The checkbox can be ticked with one click			Blackbox
Sign-in: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Button is Hovered within the Sign-in Screen	The button and button text remain visible			Blackbox
If the Button is Pressed within the Sign-in Screen	The button and button text remain visible			Blackbox
Sign-in Screen: Pre-signed in Username: Error Message: Text	The text is spelt correctly The text is informative of the sign in scenario			Blackbox
Signed-in > Connecting to Server Screen	Display the following UI: Connecting – Text Connecting - Icon			Blackbox
Connecting to Server Screen: Text	The text is spelt correctly The text fits into the context of the screen's purpose			Blackbox

Connecting to Server Screen: Icon	The icon is visible The icon rotates			Whitebox
Connecting to Server > Server Full Panel: Text	The text is spelt correctly The text is informative of the sign-in scenario			Blackbox
Server Full Panel: Try Again Button: Text	The text is spelt correctly The text is informative of the button's purpose			Blackbox
If the Try Again Button is Hovered within the Server Full Panel	The button and button text remain visible			Blackbox
If the Try Again Button is Pressed within the Server Full Panel	The button and button text remain visible			Blackbox
Application Start / Load - UI Functionality				
Sign-in Screen: Checkbox: Ticked	The input field remembers the username next login			Blackbox
Sign-in Screen: Checkbox: Unticked	The input field will be empty next login and display the placeholder text			Blackbox
Sign-in Screen: No Username Entered, Button Clicked	Grey out Button			Blackbox
If the Username Entered into the Input Field is Already Signed into the Game when the Sign-in Button is Clicked	Display an error message			Blackbox
If the Username Entered into the Input Field is Not Signed into the Game when the Sign-in Button is Clicked	Sign the player into the game Hide the sign-in screen Display the connecting to server screen			Blackbox

If an Empty Space is Found in the Server	<p>Connect player to server</p> <p>Hide the connecting to server screen</p> <p>Show the main menu panel with the main UI elements panel</p>			Blackbox
If no Empty Space is found in the Server	Show the server full panel			Blackbox
If the Try Again Button is Clicked within the Server Full Panel	<p>Hide server full panel</p> <p>Try connecting to the game servers again</p>			Blackbox
Main – Supported Input Types				
Keyboard + Mouse	Supported			Blackbox
Controller	Not Supported			Blackbox
Main Menu (Buttons) – UI				
Servers Button: Text	<p>The servers text is spelt correctly</p> <p>The text fits into the context of the button's purpose</p>			Blackbox
If the Servers Button is Hovered	The button and button text remain visible			Blackbox
If the Servers Button is Pressed	The button and button text remain visible			Blackbox
Host Button: Text	<p>The host text is spelt correctly</p> <p>The text fits into the context of the button's purpose</p>			Blackbox
If the Host Button is Hovered	The text remains visible			Blackbox
If the Host Button is Pressed	The text remains visible			Blackbox
Play Button: Text	<p>The play text is spelt correctly</p> <p>The text fits into the context of the button's purpose</p>			Blackbox

If the Play Button is Hovered	The button and button text remain visible			Blackbox
If the Play Button is Pressed	The button and button text remain visible			Blackbox
Play > Matchmaking Panel	Displays the following UI: Matchmaking – Text Matchmaking – Loading icon			Blackbox
Play > Matchmaking: Text	The text is spelt correctly The text fits into the context of the matchmaking panel			Blackbox
Play > Matchmaking: Icon	The icon is visible The icon rotates			Whitebox
Options Button: Text	The options text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Options Button is Hovered	The button text remains visible			Blackbox
If the Options Button is Pressed	The button text remains visible			Blackbox
Logout Button: Text	The logout text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Logout Button is Hovered	The button text remains visible			Blackbox
If the Logout Button is Pressed	The button text remains visible			Blackbox
Quit Button: Text	The quit text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Quit Button is Hovered	The button text remains visible			Blackbox
If the Quit Button is Pressed	The button text remains visible			Blackbox
Quit > Quit Game Panel	Displays the following UI:			Blackbox

	Quit – Text Quit – Cancel Button Quit – Continue Button			
Quit Game Panel: Text	The text is spelt correctly The text fits into the context of the panel's purpose			Blackbox
Quit Game Panel: Cancel Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Cancel Button is Hovered within the Quit Game Panel	The button and button text remain visible			Blackbox
If the Cancel Button is Pressed within the Quit Game Panel	The button and button text remain visible			Blackbox
Quit Game Panel: Continue Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Continue Button is Hovered within the Quit Game Panel	The button and button text remain visible			Blackbox
If the Continue Button is Pressed within the Quit Game Panel	The button and button text remain visible			Blackbox
Main Menu (Buttons) - UI Functionality				
If the Servers Button is Clicked	Hide the main menu Show the servers panel			Blackbox
If the Host Button is Clicked	Hide the main menu Show the host panel			Blackbox
If the Play Button is Clicked	Show the matchmaking loading screen			Blackbox

	<p>Finds a match for the player</p> <p>Load player into room</p> <p>Hide matchmaking screen</p> <p>Hide main menu</p> <p>Show room panel</p>			
If the Options Button is Clicked	<p>Hide the main menu</p> <p>Show the options panel</p>			Blackbox
If the Logout Button is Clicked	<p>Log the player out of the game</p> <p>Hide the main menu</p> <p>Show the login panel</p>			Blackbox
If the Quit Button is Clicked	Show the quit game panel			Blackbox
If the Cancel Button is Clicked within the Quit Game Panel	Hide quit game panel			Blackbox
If the Continue Button is Clicked within the Quit Game Panel	Exit the application			Blackbox
Main – GUI Elements – UI				
Profile Information: Button: Text	<p>The button text is visible</p> <p>The button text accurately displays the player's username</p>			Blackbox
If the Profile Information Button is Hovered	The button text remains visible			Blackbox
If the Profile Information Button is Pressed	The button text remains visible			Blackbox
Profile Information > Profile Information Panel	Displays profile information along with an exit button			Blackbox
Profile Information Panel:	The button icon is visible			Blackbox

Exit Button: Icon				
If the Exit Button is Hovered within the Profile Information Panel	The button icon remains visible			Blackbox
If the Exit Button is Pressed within the Profile Information Panel	The button icon remains visible			Blackbox
Add Friend Button: Icon	The icon is visible			Blackbox
If the Add Friend Button is Hovered	The icon remains visible			Blackbox
If the Add Friend Button is Pressed	The icon remains visible			Blackbox
Coin Button: Icon	The button icon is visible			Blackbox
If the Add Friend Button is Hovered	The button icon remains visible			Blackbox
If the Coin Button is Pressed	The button icon remains visible			Blackbox
Settings Button: Icon	The button icon is visible			Blackbox
If the Settings Button is Hovered	The button icon remains visible			Blackbox
If the Settings Button is Pressed	The button icon remains visible			Blackbox
Main – GUI Elements – UI Functionality				
If the Profile Information Button is Clicked	Show Profile Information Panel			Blackbox
If the Exit Button is Clicked within the Profile Information Panel	Hide Profile Information Panel			Blackbox
If the Coin Button is Clicked	Hide main menu Show coin store			Blackbox
If the Add Friend Button is Clicked	Show the add friend panel			Blackbox
If the Settings Button is Clicked	Hide the main menu Show the options panel			Blackbox
Main - Dropdown Elements – UI				
Loadout: Label	The text is spelt correctly The text fits into the context of the			Blackbox

	dropdown menu's purpose			
Loadout Container: Icon	<p>The loadout container icon is visible</p> <p>The loadout container icon matches the loadout dropdown menu selected item icon</p>			Blackbox
Loadout Container: Text	The loadout container text matches the loadout dropdown menu selected item text			Blackbox
Loadout Container: Arrow	The loadout container arrow is visible			Blackbox
If the Loadout Container is Hovered	<p>The loadout container remains visible as well as the following loadout container UI elements:</p> <p>Icon Text Arrow</p>			Blackbox
If the Loadout Container is Pressed	<p>The loadout container remains visible as well as the following loadout container UI elements:</p> <p>Icon Text Arrow</p>			Blackbox
If the Loadout Dropdown Menu is Scrolled with a Mouse Wheel	The loadout dropdown menu scrolls at an acceptable pace			Blackbox
Loadout Dropdown Menu: Items	<p>The loadout dropdown menu contains the following items with the appropriate icons:</p> <p>Assault Recon Support</p>			Blackbox

	<p>Engineer</p> <p>All the above UI is visible</p> <p>All of the above menu items fit into the dropdown menu</p> <p>All the above UI text is spelt correctly</p>			
If a Loadout Dropdown Menu Item is Hovered	The icon and text remain visible			Blackbox
If a Loadout Dropdown Menu Item is Pressed	The icon and text remain visible			Blackbox
Server Region Container: Text	The server region container text matches the server region dropdown menu selected item text			Blackbox
Server Region Container: Arrow	The server region container arrow is visible			Blackbox
If the Server Region Container is Hovered	<p>The server region container remains visible as well as the following server region container UI elements:</p> <p>Text</p> <p>Arrow</p>			Blackbox
If the Server Region Container is Pressed	<p>The server region container remains visible as well as the following server region container UI elements:</p> <p>Text</p> <p>Arrow</p>			Blackbox
If the Server Region Dropdown Menu is Scrolled with a Mouse Wheel	The server region dropdown menu scrolls at an acceptable pace			Blackbox
Server Region Dropdown Menu: Items	The server region dropdown menu			Blackbox

	<p>contains the following items:</p> <p>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</p> <p>All the above UI is visible</p> <p>All of the above menu items fit into the dropdown menu</p> <p>All the above UI text is spelt correctly</p>			
If a Server Region Dropdown Menu Item is Hovered	The text remains visible			Blackbox
If a Server Region Dropdown Menu Item is Pressed	The text remains visible			Blackbox
Server Changed > Loading Screen	<p>Display the following UI:</p> <p>Loading – Text Loading - Icon</p>			Blackbox
Loading Screen: Text	<p>The text is spelt correctly</p> <p>The text fits into the context of the screen's purpose</p>			Blackbox
Loading Screen: Icon	<p>The icon is visible</p> <p>The icon rotates</p>			Whitebox
Main – Dropdown Elements – UI Functionality				
If the Loadout Container is Clicked	Show loadout dropdown menu			Blackbox

If the Loadout Dropdown Menu is Open and Another UI Element is Clicked	Hide loadout dropdown menu			Blackbox
If the Loadout Dropdown Menu Selected Item is Clicked	Hide loadout dropdown menu			Blackbox
If the Assault Menu Item is Unselected and Clicked	Set loadout 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 Knife			Blackbox
If the Recon Menu Item is Unselected and Clicked	Set loadout Update loadout container icon and text The recon loadout is now the set in-game loadout The recon loadout consists of the following weapons: Sniper Pistol Grenade Knife			Blackbox
If the Support Menu Item is Unselected and Clicked	Set loadout Update loadout container icon and text The support loadout is now the			Blackbox

	<p>set in-game loadout</p> <p>The support loadout consists of the following weapons:</p> <p>Rifle Pistol Molotov Knife</p>			
If the Engineer Menu Item is Unselected and Clicked	<p>Set loadout</p> <p>Update loadout container icon and text</p> <p>The engineer loadout is now the set in-game loadout</p> <p>Shotgun Pistol Molotov Knife</p>			Blackbox
If the Server Region Container is Clicked	Show server region dropdown menu			Blackbox
If the Server Region Dropdown Menu is Open and Another UI Element is Clicked	Hide server region dropdown menu			Blackbox
If the Server Region Dropdown Menu Selected Item is Clicked	Hide server region dropdown menu			Blackbox
If the EU – AMSTERDAM Menu Item is Unselected and Clicked	<p>Sets EU – AMSTERDAM as the Server Region</p> <p>Hide main menu</p> <p>Show loading screen</p> <p>Hide loading screen</p> <p>Show main menu</p> <p>Can now play with players on the EU - AMSTERDAM</p>			Blackbox

If the NA – US Menu Item is Unselected and Clicked	Sets NA – US as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the NA – US			Blackbox
If the AS – SINGAPORE Menu Item is Unselected and Clicked	Sets AS – SINGAPORE as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the AS – SINGAPORE			Blackbox
If the AS – JAPAN Menu Item is Unselected and Clicked	Sets AS – JAPAN as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the AS – JAPAN			Blackbox
If the AU – MELBOURNE Menu Item is Unselected and Clicked	Sets AU – MELBOURNE as the Server Region Hide main menu			Blackbox

	Show loading screen Hide loading screen Show main menu Can now play with players on the AU – MELBOURNE			
If the NA – USW Menu Item is Unselected and Clicked	Sets NA – USW as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the NA – USW			Blackbox
If the SA – SAO PAULO Menu Item is Unselected and Clicked	Sets SA – SAO PAULO as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the SA – SAO PAULO			Blackbox
If the NA – CANADA Menu Item is Unselected and Clicked	Sets NA – CANADA as the Server Region Hide main menu Show loading screen Hide loading screen			Blackbox

	<p>Show main menu</p> <p>Can now play with players on the NA – CANADA</p>			
If the AS – SEOUL Menu Item is Unselected and Clicked	<p>Sets AS – SEOUL as the Server Region</p> <p>Hide main menu</p> <p>Show loading screen</p> <p>Hide loading screen</p> <p>Show main menu</p> <p>Can now play with players on the AS – SEOUL</p>			Blackbox
If the IN – CHENNAI Menu Item is Unselected and Clicked	<p>Sets IN – CHENNAI as the Server Region</p> <p>Hide main menu</p> <p>Show loading screen</p> <p>Hide loading screen</p> <p>Show main menu</p> <p>Can now play with players on the IN – CHENNAI</p>			Blackbox
If the RU – MOSCU Menu Item is Unselected and Clicked	<p>Sets RU – MOSCU as the Server Region</p> <p>Hide main menu</p> <p>Show loading screen</p> <p>Hide loading screen</p> <p>Show main menu</p> <p>Can now play with players on the RU – MOSCU</p>			Blackbox

If the RU – EAST Menu Item is Unselected and Clicked	Sets RU – EAST as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the RU – EAST			Blackbox
If the ZA – SOUTH AFRICA Menu Item is Unselected and Clicked	Sets ZA – SOUTH AFRICA as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the ZA – SOUTH AFRICA			Blackbox
Main – Meters – UI				
Friends Online: Counter	Friend's online counter is visible			Blackbox
Coin: Icon	Coin icon is visible			Blackbox
Coin: Counter	Coin counter is visible			Blackbox
Players Online: Text	The players online text is visible The players online text is spelt correctly The text fits into the context of the counter's purpose			Blackbox
Players Online: Counter	Players online counter is visible			Blackbox
Rooms Created: Text	The rooms created text is visible			Blackbox

	<p>The rooms created text is spelt correctly</p> <p>The text fits into the context of the counter's purpose</p>			
Rooms Created: Counter	Rooms created counter is visible			Blackbox
Players Playing: Text	<p>The players playing text is visible</p> <p>The players playing text is spelt correctly</p> <p>The text fits into the context of the counter's purpose</p>			Blackbox
Players Playing: Counter	Players playing counter is visible			Blackbox
Players in Lobby: Text	<p>The players in lobby text is visible</p> <p>The players in lobby text is spelt correctly</p> <p>The text fits into the context of the counter's purpose</p>			Blackbox
Players in Lobby: Counter	Players in lobby counter is visible			Blackbox
Ping: Text	<p>The ping text is visible</p> <p>The ping text is spelt correctly</p> <p>The text fits into the context of the counter's purpose</p>			Blackbox
Ping: Counter	Ping counter is visible			Blackbox
Ping: Bars	Ping bars are visible			Blackbox
Main – Meters – UI Functionality				
Friend's Online: Counter	Displays the current number of friends online if the friends list scroll view items are not hidden			Blackbox

Coin: Counter	Updates every time the user earns new coins to display the total coins the user has			Blackbox
Players Online: Counter	Displays randomised numbers then updates to display the current number of players currently online on any selected server region and repeats the process			Blackbox
Rooms Created: Counter	Displays randomised numbers then updates to display the current number of active rooms on any selected server region and repeats the process			Blackbox
Players Playing: Counter	Displays randomised numbers then updates to display the current number of players within a match on any selected server region and repeats the process			Blackbox
Players in Lobby: Counter	Displays randomised numbers then updates to display the current number of players within a match on any selected server region and repeats the process			Blackbox
Ping: Counter	Updates every second to display the players current ping			Blackbox
Ping: Bars	Updates every second to reflect the players ping visually			Blackbox

Friends List: Collapse/Expand Button	The collapse/expand button is visible			Blackbox
Friends List: Hide/Show Button	The hide/show button is visible			Blackbox
Friends List: Counter	The friends list counter is visible			Blackbox
If the Friends List is Empty	Show the add friends button			Blackbox
Friends List: Add Friend Button: Text	The text is spelt correctly The text is descriptive of what the button does			Blackbox
If the Add Friend Button is Hovered within the Friends List	The button and button text remain visible			Blackbox
If the Add Friend Button is Pressed within the Friends List	The button and button text remain visible			Blackbox
If the Friends List Contains Friends	Display the following UI elements relating to each friend in a scroll view menu item: Profile image Username text Status text Remove button			Blackbox
Friends List: Menu Item: Profile Image	The profile image is visible			Blackbox
Friends List: Menu Item: Username Text	The text is visible			Blackbox
Friends List: Menu Item: Status Text	The text is visible			Blackbox
Friends List: Menu Item: Remove Button	The button is visible and clickable			Blackbox
Menu Item: Remove Button: Text	The remove button text is visible			Blackbox
If the Remove Button is Hovered	The button and button text remain visible			Blackbox
If the Remove Button is Pressed	The button and button text remain visible			Blackbox

Friends – List Panel – UI Functionality				
If the Friends List Collapse/Expand Button is Clicked while the Friends List is Open	Collapse the friends list to the right side of the screen			Blackbox
If the Friends List Collapse/Expand Button is Clicked while the Friends List is Closed	Expand the friends list			Blackbox
If the Show/Hide Button is Clicked while the Button is Facing Down within the Friends List Panel	Show the friends menu items			
If the Show/Hide Button is Clicked while the Button is Facing Up within the Friends List	Hide the friends menu items			Blackbox
Friends List: Counter	The friends list counter accurately displays the current number of friends online and the total number of friends in the following format: Current number of friends online/total number of friends			Blackbox
If the Add Friend Button is Clicked within the Friends List	Show add friend panel			Blackbox
Friends List: Menu Item: Profile Image	The profile image displays an image of the friends character			Blackbox
Friends List: Menu Item: Username Text	The text displays the username of the friend accurately			Blackbox
Friends List: Menu Item: Status Text	The status text displays the friends status accurately in the format of [Status]			Blackbox
If the Remove Button is Clicked on a Menu Item	Remove associated friend			Blackbox

within the Friends List				
Friends – Add Panel - UI				
Add Friend: Button: Icon	The icon is visible			Blackbox
If the Add Friend Button is Hovered	The icon remains visible			Blackbox
If the Add Friend Button is Pressed	The icon remains visible			Blackbox
Add Friend Panel: Text	The text is spelt correctly The text is informative of the panel's purpose			Blackbox
Add Friend Panel: Exit Button: Text	The text is visible			Blackbox
If the Exit Button is Hovered within the Add Friend Panel	The button and button text remain visible			Blackbox
If the Exit Button is Pressed within the Add Friend Panel	The button and button text remain visible			Blackbox
If the Input Field is Hovered within the Add Friend Panel	The input field text remains visible			Blackbox
If the Input Field is Pressed within the Add Friend Panel	The input field text remains visible			Blackbox
Add Friend Panel: Input Field: Placeholder Text	The placeholder text is visible The placeholder text is informative of the input field's purpose			Blackbox
If Text is Typed within the Input Field in the Add Friend Panel	The typed text is visible			Blackbox
Add Friend Panel: Add Button: Text	The text is spelt correctly The text is informative of the button's purpose			Blackbox
If the Add Button is Hovered within the Add Friend Panel	The button and button text remain visible			Blackbox
If the Add Button is Pressed within the Add Friend Panel	The button and button text remain visible			Blackbox

Add Button > Invalid Username: Error Message: Text	The text is spelt correctly The text is informative of the add friend scenario			Blackbox
Friends – Add Panel – UI Functionality				
If the Player Attempts to Interact with UI elements outside of the Add Friend Panel while it is Open	The UI elements are not interactable			Blackbox
If the Exit Button is Clicked within the Add Friend Panel	Hide the add friend panel			Blackbox
If the Add Button is Clicked while an Invalid Username is Entered into the Input Field within the Add Friend Panel	Hide the add friend panel Display an error message			Blackbox
If the Add Button is Clicked while a Valid Username is Entered into the Input Field within the Add Friend Panel	Hide the add friend panel Add the new friend to the friends list			Blackbox
Server Panel - UI				
Home Button: Text	The home text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Home Button is Hovered	The home text remains visible			Blackbox
If the Home Button is Pressed	The home text remains visible			Blackbox
Host Button: Text	The host text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Host Button is Hovered	The host text remains visible			Blackbox
If the Host Button is Pressed	The host text remains visible			Blackbox

If the Servers Scroll View is Empty	<p>Disable scrolling capability</p> <p>Show the no active rooms text</p>			Blackbox
No Active Rooms: Text	<p>The no active rooms text is spelt correctly</p> <p>The text is informative of the panel's scenario</p>			Blackbox
If the Servers Scroll View is Scrolled	Scroll view items are contained within the scroll view and do not overlap other UI elements			Blackbox
If the Servers Scroll View is Scrolled with a Mouse Wheel	Scrolls at an acceptable pace			Blackbox
Server Name: Text	<p>The server name text is spelt correctly</p> <p>The server name text is descriptive of the menu item text below</p>			Blackbox
Map Name: Text	<p>The map name text is spelt correctly</p> <p>The map name text is descriptive of the menu item text below</p>			Blackbox
Players Counter: Text	<p>The players counter text is spelt correctly</p> <p>The players counter text is descriptive of the menu item text below</p>			Blackbox
Game Mode: Text	<p>The game mode text is spelt correctly</p> <p>The game mode text is descriptive of the menu item text below</p>			Blackbox
Goal: Text	The goal text is spelt correctly			Blackbox

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

If the Join Button is Hovered	The button and button text remain visible			Blackbox
If the Join Button is Pressed	The button and button text remain visible			Blackbox
Join Button > Password Panel: Text	The text is spelt correctly The text is informative of the panel's purpose			Blackbox
If the Input Field within the Password Panel is Hovered	The text remains visible			Blackbox
If the Input Field within the Password Panel is Pressed	The text remains visible			Blackbox
Password Panel: Input Field: Placeholder Text	The placeholder text is visible The placeholder text is descriptive of the Input Field's purpose			Blackbox
If Text is Typed within the Input Field in the Password Panel	The typed text is visible			Blackbox
Password Panel: Enter Button: Text	The text is spelt correctly The text is informative of the button's purpose			Blackbox
If the Enter Button is Hovered within the Password Panel	The button and button text remain visible			Blackbox
If the Enter Button is Pressed within the Password Panel	The button and button text remain visible			Blackbox
Enter Button > Invalid Password: Text	The text is spelt correctly The invalid password text is informative of the scenario			Blackbox
Password Panel: Cancel Button: Text	The text is spelt correctly			Blackbox

	The text is informative of the button's purpose			
If the Cancel Button is Hovered within the Password Panel	The button and button text remain visible			Blackbox
If the Cancel Button is Pressed within the Password Panel	The button and button text remain visible			Blackbox
If the Room is Full	Hide join button Show lobby full text			Blackbox
Lobby Full: Text	The text is spelt correctly The text is informative of the room's scenario			Blackbox
Server Panel – Scroll View Item – UI Functionality				
Server Name: Text	The text displays the accurate name of the server			Blackbox
Map Name: Text	The text displays the accurate name of the server's map			Blackbox
Player Counter: Text	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			Blackbox
Game Mode: Text	The text displays the accurate acronym for the room's game mode			Blackbox
Goal: Text	The text displays the accurate room's game mode goal			Blackbox
Max Ping: Text	The text displays the accurate max ping allowed within the room			Blackbox

	before a player is kicked for having too high of a ping			
If the Join Button is Clicked on a Public Room	Hide servers panel Show room's lobby panel			Blackbox
If the Join Button is Clicked on a Private Room	Show the room's password panel			Blackbox
If the Player Attempts to Interact with UI elements outside of the Password Panel while it is Open	The UI elements are not interactable			Blackbox
If the Enter Button is Clicked within the Password Panel with an Invalid Password Entered into the Input Field	Hide the panel's informative text Show the invalid password text			Blackbox
If the Enter Button is Clicked within the Password Panel with a Valid Password Entered into the Input Field	Hide the Server Panel Hide the password panel Show the room's lobby panel			Blackbox
If the Password Panel is Closed with the Invalid Password Text Enabled and then Reopened	Hide the invalid password text Show the panel's informative text			Blackbox
Options Panel – Main - UI				
Home: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Home Button is Hovered	The home text remains visible			Blackbox
If the Home Button is Pressed	The home text remains visible			Blackbox
Servers: Button: Text	The text is spelt correctly			Blackbox

	The text fits into the context of the button's purpose			
If the Servers Button is Hovered	The servers text remains visible			Blackbox
If the Servers Button is Pressed	The servers text remains visible			Blackbox
Host: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Host Button is Hovered	The host text remains visible			Blackbox
If the Host Button is Pressed	The host text remains visible			Blackbox
Revert: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Revert Button is Hovered	The button and button text remain visible			Blackbox
If the Revert Button is Pressed	The button and button text remain visible			Blackbox
Apply: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Apply Button is Hovered	The button and button text remain visible			Blackbox
If the Apply Button is Pressed	The button and button text remain visible			Blackbox
Options Panel – Main – UI Functionality				
If the Home Button is Clicked	Reset the options to the saved options Hide options panel Show main menu			Blackbox
If the Servers Button is Clicked	Reset the options to the saved options Hide options panel			Blackbox

	Show servers panel			
If the Host Button is Clicked	Reset the options to the saved options Hide options panel Show host panel			Blackbox
If the Revert is Clicked	Resets the options to the saved options			Blackbox
If the Apply is Clicked	Saves the currently applied options			Blackbox
Options Panel – General Options – UI				
General Options: Label	The text is spelt correctly The text fits into the context of the panel's purpose			Blackbox
If the Show Framerate Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Show Framerate: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Show Framerate: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Show Framerate Arrows are Hovered	The arrows remain visible			Blackbox
If the Show Framerate Arrows are Pressed	The arrows remain visible			Blackbox
Show Framerate: Options	The following options are available: Enable Disable			Blackbox

	The options are spelt correctly			
If the Refresh Rate Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Refresh Rate: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Refresh Rate: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Refresh Rate Arrows are Hovered	The arrows remain visible			Blackbox
If the Refresh Rate Arrows are Pressed	The arrows remain visible			Blackbox
Refresh Rate: Options	<p>The following options are available:</p> <p>30 60 120 144 200 260 Unlimited</p> <p>The options are spelt correctly</p>			Blackbox
If the Weapon Projection Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Slider Counter</p>			Blackbox
Weapon Projection: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what</p>			Blackbox

	the setting changes.			
Weapon Projection: Slider	The slider is visible The slider can slide from 30.0 to 85.0			Blackbox
Weapon Projection: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X			Blackbox
Options Panel – General Options – UI Functionality				
If the Show Framerate Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Show Framerate Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Show Framerate Setting and Applied to the Game	Shows the framerate in the upper-right corner while in-game			Blackbox
If Disable is Selected from the Show Framerate Setting and Applied to the Game	Hides the framerate in the upper-right corner while in-game			Blackbox
If the Refresh Rate Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Refresh Rate Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If 30 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 30			Blackbox
If 60 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 60			Blackbox
If 120 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 120			Blackbox
If 144 is Selected from the Refresh	Locks the game's framerate to 144			Blackbox

Rate Setting and Applied to the Game				
If 200 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 200			Blackbox
If 260 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 260			Blackbox
If Unlimited is Selected from the Refresh Rate Setting and Applied to the Game	Unlocks the game's framerate			Blackbox
If the Weapon Projection Slider Value is Changed	Update the weapon projection slider counter			Blackbox
If the New Weapon Projection Slider Value is Applied	Changes the perspective at which the players weapon is viewed			Blackbox
Options Panel – Graphics Options - UI				
Graphics Options: Label	<p>The text is spelt correctly</p> <p>The text fits into the context of the panel's purpose</p>			Blackbox
If the Quality Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option</p> <p>Text</p>			Blackbox
Quality: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Quality: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox

If the Quality Arrows are Hovered	The arrows remain visible			Blackbox
If the Quality Arrows are Pressed	The arrows remain visible			Blackbox
Quality: Options	<p>The following options are available:</p> <p>Fastest Fast Simple Good Beautiful Fantastic</p> <p>The options are spelt correctly</p>			Blackbox
If the Antialiasing Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Antialiasing: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Antialiasing: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Antialiasing Arrows are Hovered	The arrows remain visible			Blackbox
If the Antialiasing Arrows are Pressed	The arrows remain visible			Blackbox
Antialiasing: Options	<p>The following options are available:</p> <p>X2 X4 X8 Disable</p> <p>The options are spelt correctly</p>			Blackbox

If the Anisotropic Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option</p> <p>Text</p>			Blackbox
Anisotropic: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Anisotropic: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Anisotropic Arrows are Hovered	The arrows remain visible			Blackbox
If the Anisotropic Arrows are Pressed	The arrows remain visible			Blackbox
Anisotropic: Options	<p>The following options are available:</p> <p>Enable</p> <p>Force Enable</p> <p>Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Motion Blur Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option</p> <p>Text</p>			Blackbox
Motion Blur: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Motion Blur: Arrows	The arrows are visible			Blackbox

	The arrows are clickable and changes the option			
If the Motion Blur Arrows are Hovered	The arrows remain visible			Blackbox
If the Motion Blur Arrows are Pressed	The arrows remain visible			Blackbox
Motion Blur: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Bloom Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Bloom: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Bloom: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Bloom Arrows are Hovered	The arrows remain visible			Blackbox
If the Bloom Arrows are Pressed	The arrows remain visible			Blackbox
Bloom: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the SSAO Menu Item is Hovered	The following UI elements remain visible:			Blackbox

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

If the Chromatic Aberration Arrows are Pressed	The arrows remain visible			Blackbox
Chromatic Aberration: Options	<p>The following options are available:</p> <p>Enable</p> <p>Disable</p> <p>The options are spelt correctly</p>			Blackbox
Options Panel – Graphics Options – UI Functionality				
If the Quality Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Quality Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Fastest is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to very low			Blackbox
If Fast is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to low			Blackbox
If Simple is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to medium			Blackbox
If Good is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to high			Blackbox
If Beautiful is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to very high			Blackbox
If Fantastic is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to ultra			Blackbox
If the Antialiasing Left Arrow is Clicked	Toggles the options back sequentially			Blackbox

If the Antialiasing Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If X2 is Selected from the Antialiasing Setting and Applied to the Game	Sets the multi-sampling antialiasing to 2X 2x antialiasing takes two samples from the rendered frame to improve edge quality and remove jaggies			Blackbox
If X4 is Selected from the Antialiasing Setting and Applied to the Game	Sets the multi-sampling antialiasing to 4X. 4x antialiasing takes four samples from the rendered frame to improve edge quality and remove jaggies			Blackbox
If X8 is Selected from the Antialiasing Setting and Applied to the Game	Sets the multi-sampling antialiasing to 8X. 8x antialiasing takes eight samples from the rendered frame to improve edge quality and remove jaggies			Blackbox
If Disable is Selected from the Antialiasing Setting and Applied to the Game	Disables multi-sampling antialiasing			Blackbox
If the Anisotropic Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Anisotropic Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Anisotropic Setting and Applied to the Game	Enables anisotropic filtering Anisotropic filtering sharpens quality of textures on surfaces that are far away or on odd viewing angles from the camera			Blackbox

If Force Enable is Selected from the Anisotropic Setting and Applied to the Game	Forces anisotropic filtering to always be on			Blackbox
If Disable is Selected from the Anisotropic Setting and Applied to the Game	Disables anisotropic filtering			Blackbox
If the Motion Blur Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Motion Blur Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Motion Blur Setting and Applied to the Game	Turns motion blur on for the in-game cameras			Blackbox
If Disable is Selected from the Motion Blur Setting and Applied to the Game	Turns motion blur off for the in-game cameras			Blackbox
If the Bloom Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Bloom Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Bloom Setting and Applied to the Game	Enables bloom while firing Bloom is a weapon mechanic in which when a gun is fired, bloom will cause the weapon reticle to grow, increasing the possible hit points			Whitebox
If Disable is Selected from the Bloom Setting and Applied to the Game	Disables bloom effect			Whitebox
If the SSAO Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the SSAO Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox

If Enable is Selected from the SSAO Setting and Applied to the Game	<p>Enables screen space ambient occlusion (SSAO) for the in-game cameras</p> <p>SSAO measures the extent that surrounding light sources are obscured upon 3d model surfaces in real time</p>			Whitebox
If Disable is Selected from the SSAO Setting and Applied to the Game	Disables Screen space ambient occlusion			Whitebox
If the Chromatic Aberration Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Chromatic Aberration Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Chromatic Aberration Setting and Applied to the Game	<p>Enables chromatic aberration for all of the in-game cameras</p> <p>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</p>			Blackbox
If Disable is Selected from the Chromatic Aberration Setting and Applied to the Game	Disables chromatic aberration for in-game cameras			Blackbox

Options Panel – Audio Options - UI				
Audio Options: Label	<p>The text is spelt correctly</p> <p>The text fits into the context of the panel's purpose</p>			Blackbox
If the Audio Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Audio: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Audio: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Audio Arrows are Pressed	The arrows remain visible			Blackbox
Audio: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Volume Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Slider Slider Counter</p>			Blackbox
Volume: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Volume: Slider	The slider is visible			Blackbox

	The slider can slide from 0.0 to 100.0			
Volume: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X%			Blackbox
If the Music Volume Menu Item is Hovered	The following UI elements remain visible: Text Slider Slider Counter			Blackbox
Music Volume: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Music Volume: Slider	The slider is visible The slider can slide from 0.0 to 100.0			Blackbox
Music Volume: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X%			Blackbox
If the Voice Chat Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Voice Chat: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Voice Chat: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Voice Chat Arrows are Pressed	The arrows remain visible			Blackbox

Voice Chat: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Push to Talk Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Push to Talk: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Push to Talk: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Push to Talk Arrows are Pressed	The arrows remain visible			Blackbox
Push to Talk: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
Options Panel – Audio Options – UI Functionality				
If the Audio Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Audio Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Audio Setting and	Enable all game audio			Blackbox

Applied to the Game				
If Disable is Selected from the Audio Setting and Applied to the Game	Disable all game audio			Blackbox
If the Volume Slider Value is Changed	Update the slider counter			Blackbox
If the New Volume Slider Value is Applied	Update the volume of all game audio accordingly			Blackbox
If the Music Volume Slider Value is Changed	Update the slider counter			Blackbox
If the New Music Volume Slider Value is Applied	Update the game's music volume accordingly			Blackbox
If the Voice Chat Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Voice Chat Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Voice Chat Setting and Applied to the Game	Turn on the in-game voice chat			Blackbox
If Disable is Selected from the Voice Chat Setting and Applied to the Game	Turn off the in-game voice chat			Blackbox
If the Push to Talk Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Push to Talk Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Push to Talk Setting and Applied to the Game	Enables push to talk for the in-game voice chat Push to talk is a feature that allows users to only have their microphone on while pressing a keyboard key			Blackbox
If Disable is Selected from the Push to Talk Setting and	Disables push to talk for the in-game voice chat			Blackbox

Applied to the Game				
Options Panel – Control Options - UI				
Control Options: Label	<p>The text is spelt correctly</p> <p>The text fits into the context of the panel's purpose</p>			Blackbox
If the Sensitivity Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Slider Slider Counter</p>			Blackbox
Sensitivity: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Sensitivity: Slider	<p>The slider is visible</p> <p>The slider can slide from 0.1 to 10.0</p>			Blackbox
Sensitivity: Slider: Counter	<p>The counter updates to numerically represent the slider's value</p>			Blackbox
If the Aim Zoom Sensitivity Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Slider Slider Counter</p>			Blackbox
Aim Zoom Sensitivity: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Aim Zoom Sensitivity: Slider	<p>The slider is visible</p> <p>The slider can slide from 10.0 to 150.0</p>			Blackbox
Aim Zoom: Sensitivity: Slider: Counter	<p>The counter updates to numerically</p>			Blackbox

	represent the slider's value			
If the Invert Vertical Look Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option</p> <p>Text</p>			Blackbox
Invert Vertical Look: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Invert Vertical Look: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Invert Vertical Look Arrows are Clicked	The arrows remain visible			Blackbox
Invert Vertical Look: Options	<p>The following options are available:</p> <p>Enable</p> <p>Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Invert Horizontal Look Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option</p> <p>Text</p>			Blackbox
Invert Horizontal Look: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Invert Horizontal Look: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox

If the Invert Horizontal Look Arrows are Pressed	The arrows remain visible			Blackbox
Invert Horizontal Look: Options	<p>The following options are available:</p> <p>Enable</p> <p>Disable</p> <p>The options are spelt correctly</p>			Blackbox
Options Panel – Control Options – UI Functionality				
If the Sensitivity Slider Value is Changed	Update the slider counter			Blackbox
If the New Sensitivity Slider Value is Applied	Update the in-game control sensitivity accordingly			Blackbox
If the Aim Zoom Sensitivity Slider Value is Changed	Update the slider counter			Blackbox
If the New Aim Zoom Sensitivity Slider Value is Applied	Update the in-game gun zoom sensitivity accordingly			Blackbox
If the Invert Vertical Look Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Invert Vertical Look Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Invert Vertical Look Setting and Applied to the Game	Inverts the in-game vertical look directions			Blackbox
If Disable is Selected from the Invert Vertical Look Setting and Applied to the Game	The in-game vertical look directions are normal			Blackbox
If the Invert Horizontal Look Left-Arrow is Clicked	Inverts the in-game horizontal look directions			Blackbox
If the Invert Horizontal Look, Right-Arrow is Clicked	The in-game horizontal look directions are normal			Blackbox

Pause Menu – Settings – Main - UI				
Resume: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Resume Button is Hovered	The resume text remains visible			Blackbox
If the Resume Button is Pressed	The resume text remains visible			Blackbox
Scoreboard: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Scoreboard Button is Hovered	The scoreboard text remains visible			Blackbox
If the Scoreboard Button is Pressed	The scoreboard text remains visible			Blackbox
Revert: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Revert Button is Hovered	The button and button text remain visible			Blackbox
If the Revert Button is Pressed	The button and button text remain visible			Blackbox
Apply: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose			Blackbox
If the Apply Button is Hovered	The button and button text remain visible			Blackbox
If the Apply Button is Pressed	The button and button text remain visible			Blackbox
Pause Menu – Settings – Main – UI Functionality				
If the Resume Button is Clicked	Reset the options to the saved options Hide the pause menu			Blackbox

If the Scoreboard Button is Clicked	Reset the options to the saved options Hide the settings panel Show the scoreboard panel			Blackbox
If the Revert is Clicked	Resets the options to the saved options			Blackbox
If the Apply is Clicked	Saves the currently applied options			Blackbox
Pause Menu – Settings – General Options – UI				
General Options: Label	The text is spelt correctly The text fits into the context of the panel's purpose			Blackbox
If the Show Framerate Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Show Framerate: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Show Framerate: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Show Framerate Arrows are Hovered	The arrows remain visible			Blackbox
If the Show Framerate Arrows are Pressed	The arrows remain visible			Blackbox
Show Framerate: Options	The following options are available: Enable Disable			Blackbox

	The options are spelt correctly			
If the Refresh Rate Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option</p> <p>Text</p>			Blackbox
Refresh Rate: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Refresh Rate: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Refresh Rate Arrows are Hovered	The arrows remain visible			Blackbox
If the Refresh Rate Arrows are Pressed	The arrows remain visible			Blackbox
Refresh Rate: Options	<p>The following options are available:</p> <p>30</p> <p>60</p> <p>120</p> <p>144</p> <p>200</p> <p>260</p> <p>Unlimited</p> <p>The options are spelt correctly</p>			Blackbox
If the Weapon Projection Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Slider</p> <p>Counter</p>			Blackbox
Weapon Projection: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what</p>			Blackbox

	the setting changes.			
Weapon Projection: Slider	The slider is visible The slider can slide from 30.0 to 85.0			Blackbox
Weapon Projection: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X			Blackbox
Player Class: Text	The text is spelt correctly The text fits into the context of the dropdown menu's purpose			Blackbox
Player Class Container: Icon	The player class container icon is visible The player class container icon matches the player class dropdown menu selected item icon			Blackbox
Player Class Container: Text	The player class container text matches the player class dropdown menu selected item text			Blackbox
Player Class Container: Arrow	The player class container arrow is visible			Blackbox
If the Player Class Container is Hovered	The player class container remains visible as well as the following player class container UI elements: Icon Text Arrow			Blackbox
If the Player Class Container is Pressed	The player class container remains visible as well as the following player class			Blackbox

	container UI elements: Icon Text Arrow			
If the Player Class Dropdown Menu is Scrolled with a Mouse Wheel	The player class dropdown menu scrolls at an acceptable pace			Blackbox
Player Class Dropdown Menu: Items	The player class dropdown menu 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			Blackbox
If a Player Class Dropdown Menu Item is Hovered	The icon and text remain visible			Blackbox
If a Player Class Dropdown Menu Item is Pressed	The icon and text remain visible			Blackbox
Pause Menu – Settings – General Options – UI Functionality				
If the Show Framerate Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Show Framerate Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Show Framerate Setting and Applied to the Game	Shows the framerate in the upper-right corner while in-game			Blackbox
If Disable is Selected from the	Hides the framerate in the			Blackbox

Show Framerate Setting and Applied to the Game	upper-right corner while in-game			
If the Refresh Rate Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Refresh Rate Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If 30 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 30			Blackbox
If 60 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 60			Blackbox
If 120 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 120			Blackbox
If 144 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 144			Blackbox
If 200 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 200			Blackbox
If 260 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 260			Blackbox
If Unlimited is Selected from the Refresh Rate Setting and Applied to the Game	Unlocks the game's framerate			Blackbox
If the Weapon Projection Slider Value is Changed	Update the weapon projection slider counter			Blackbox
If the New Weapon Projection Slider Value is Applied	Changes the perspective at which the players weapon is viewed			Blackbox
If the Player Class Container is Clicked	Show player class dropdown menu			Blackbox

If the Player Class Dropdown Menu is Open and Another UI Element is Clicked	Hide player class dropdown menu			Blackbox
If the Player Class Dropdown Menu Selected Item is Clicked	Hide player class dropdown menu			Blackbox
If the Assault Menu Item is Unselected and Clicked	<p>Set player class</p> <p>Update player class container icon and text</p> <p>The player's class will now be changed to the assault player's class from the next game onward</p> <p>The assault player class consists of the following weapons:</p> <p>Rifle Pistol Grenade Launcher Knife</p>			Blackbox
If the Recon Menu Item is Unselected and Clicked	<p>Set player class</p> <p>Update player class container icon and text</p> <p>The player's class will now be changed to the recon player's class from the next game onward</p> <p>The recon player class consists of</p>			Blackbox

	<p>the following weapons:</p> <p>Sniper Pistol Grenade Knife</p>			
If the Support Menu Item is Unselected and Clicked	<p>Set player class</p> <p>Update player class container icon and text</p> <p>The player's class will now be changed to the support player's class from the next game onward</p> <p>The support player class consists of the following weapons:</p> <p>Rifle Pistol Molotov Knife</p>			Blackbox
If the Engineer Menu Item is Unselected and Clicked	<p>Set player class</p> <p>Update player class container icon and text</p> <p>The player's class will now be changed to the engineer player's class from the next game onward</p> <p>The engineer player class is now the set in-game player class</p> <p>Shotgun</p>			Blackbox

	Pistol Molotov Knife			
Pause Menu – Settings – Graphics Options - UI				
Graphics Options: Label	The text is spelt correctly The text fits into the context of the panel's purpose			Blackbox
If the Quality Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Quality: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Quality: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Quality Arrows are Hovered	The arrows remain visible			Blackbox
If the Quality Arrows are Pressed	The arrows remain visible			Blackbox
Quality: Options	The following options are available: Fastest Fast Simple Good Beautiful Fantastic The options are spelt correctly			Blackbox
If the Antialiasing Menu Item is Hovered	The following UI elements remain visible:			Blackbox

	Text Arrows Selected Option Text			
Antialiasing: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Antialiasing: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Antialiasing Arrows are Hovered	The arrows remain visible			Blackbox
If the Antialiasing Arrows are Pressed	The arrows remain visible			Blackbox
Antialiasing: Options	The following options are available: X2 X4 X8 Disable The options are spelt correctly			Blackbox
If the Anisotropic Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Anisotropic: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Anisotropic: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox

If the Anisotropic Arrows are Hovered	The arrows remain visible			Blackbox
If the Anisotropic Arrows are Pressed	The arrows remain visible			Blackbox
Anisotropic: Options	<p>The following options are available:</p> <p>Enable Force Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Motion Blur Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Motion Blur: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Motion Blur: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Motion Blur Arrows are Hovered	The arrows remain visible			Blackbox
If the Motion Blur Arrows are Pressed	The arrows remain visible			Blackbox
Motion Blur: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Bloom Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows</p>			Blackbox

	Selected Option Text			
Bloom: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Bloom: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Bloom Arrows are Hovered	The arrows remain visible			Blackbox
If the Bloom Arrows are Pressed	The arrows remain visible			Blackbox
Bloom: Options	<p>The following options are available:</p> <p>Enable</p> <p>Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the SSAO Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text</p> <p>Arrows</p> <p>Selected Option Text</p>			Blackbox
SSAO: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
SSAO: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the SSAO Arrows are Hovered	The arrows remain visible			Blackbox
If the SSAO Arrows are Pressed	The arrows remain visible			Blackbox

SSAO: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox
If the Chromatic Aberration Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Chromatic Aberration: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Chromatic Aberration: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Chromatic Aberration Arrows are Hovered	The arrows remain visible			Blackbox
If the Chromatic Aberration Arrows are Pressed	The arrows remain visible			Blackbox
Chromatic Aberration: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox
Pause Menu – Settings – Graphics Options – UI Functionality				
If the Quality Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Quality Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Fastest is Selected from the	Set the graphical quality of the in-			Blackbox

Quality Setting and Applied to the Game	game textures and models to very low			
If Fast is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to low			Blackbox
If Simple is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to medium			Blackbox
If Good is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to high			Blackbox
If Beautiful is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to very high			Blackbox
If Fantastic is Selected from the Quality Setting and Applied to the Game	Set the graphical quality of the in-game textures and models to ultra			Blackbox
If the Antialiasing Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Antialiasing Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If X2 is Selected from the Antialiasing Setting and Applied to the Game	Sets the multi-sampling antialiasing to 2X 2x antialiasing takes two samples from the rendered frame to improve edge quality and remove jaggies			Blackbox
If X4 is Selected from the Antialiasing Setting and Applied to the Game	Sets the multi-sampling antialiasing to 4X. 4x antialiasing takes four samples from the rendered frame to improve edge quality and remove jaggies			Blackbox

If X8 is Selected from the Antialiasing Setting and Applied to the Game	Sets the multi-sampling antialiasing to 8X. 8x antialiasing takes eight samples from the rendered frame to improve edge quality and remove jaggies			Blackbox
If Disable is Selected from the Antialiasing Setting and Applied to the Game	Disables multi-sampling antialiasing			Blackbox
If the Anisotropic Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Anisotropic Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Anisotropic Setting and Applied to the Game	Enables anisotropic filtering Anisotropic filtering sharpens quality of textures on surfaces that are far away or on odd viewing angles from the camera			Blackbox
If Force Enable is Selected from the Anisotropic Setting and Applied to the Game	Forces anisotropic filtering to always be on			Blackbox
If Disable is Selected from the Anisotropic Setting and Applied to the Game	Disables anisotropic filtering			Blackbox
If the Motion Blur Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Motion Blur Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Motion Blur Setting and Applied to the Game	Turns motion blur on for the in-game cameras			Blackbox

If Disable is Selected from the Motion Blur Setting and Applied to the Game	Turns motion blur off for the in-game cameras			Blackbox
If the Bloom Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Bloom Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Bloom Setting and Applied to the Game	Enables bloom while firing Bloom is a weapon mechanic in which when a gun is fired, bloom will cause the weapon reticle to grow, increasing the possible hit points			Whitebox
If Disable is Selected from the Bloom Setting and Applied to the Game	Disables bloom effect			Whitebox
If the SSAO Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the SSAO Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the SSAO Setting and Applied to the Game	Enables screen space ambient occlusion (SSAO) for the in-game cameras SSAO measures the extent that surrounding light sources are obscured upon 3d model surfaces in real time			Whitebox
If Disable is Selected from the SSAO Setting and Applied to the Game	Disables Screen space ambient occlusion			Whitebox
If the Chromatic Aberration Left Arrow is Clicked	Toggles the options back sequentially			Blackbox

If the Chromatic Aberration Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Chromatic Aberration Setting and Applied to the Game	<p>Enables chromatic aberration for all of the in-game cameras</p> <p>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</p>			Blackbox
If Disable is Selected from the Chromatic Aberration Setting and Applied to the Game	Disables chromatic aberration for in-game cameras			Blackbox
Pause Menu – Settings – Audio Options - UI				
Audio Options: Label	<p>The text is spelt correctly</p> <p>The text fits into the context of the panel's purpose</p>			Blackbox
If the Audio Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Audio: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what</p>			Blackbox

	the setting changes.			
Audio: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Audio Arrows are Pressed	The arrows remain visible			Blackbox
Audio: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Volume Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Slider Slider Counter</p>			Blackbox
Volume: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Volume: Slider	<p>The slider is visible</p> <p>The slider can slide from 0.0 to 100.0</p>			Blackbox
Volume: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X%			Blackbox
If the Music Volume Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Slider Slider Counter</p>			Blackbox
Music Volume: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what</p>			Blackbox

	the setting changes.			
Music Volume: Slider	The slider is visible The slider can slide from 0.0 to 100.0			Blackbox
Music Volume: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X%			Blackbox
If the Voice Chat Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Voice Chat: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Voice Chat: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Voice Chat Arrows are Pressed	The arrows remain visible			Blackbox
Voice Chat: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox
If the Push to Talk Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Push to Talk: Text	The text is spelt correctly			Blackbox

	The text is descriptive of what the setting changes.			
Push to Talk: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Push to Talk Arrows are Pressed	The arrows remain visible			Blackbox
Push to Talk: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox
Pause Menu – Settings – Audio Options – UI Functionality				
If the Audio Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Audio Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Audio Setting and Applied to the Game	Enable all game audio			Blackbox
If Disable is Selected from the Audio Setting and Applied to the Game	Disable all game audio			Blackbox
If the Volume Slider Value is Changed	Update the slider counter			Blackbox
If the New Volume Slider Value is Applied	Update the volume of all game audio accordingly			Blackbox
If the Music Volume Slider Value is Changed	Update the slider counter			Blackbox
If the New Music Volume Slider Value is Applied	Update the game's music volume accordingly			Blackbox

If the Voice Chat Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Voice Chat Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Voice Chat Setting and Applied to the Game	Turn on the in-game voice chat			Blackbox
If Disable is Selected from the Voice Chat Setting and Applied to the Game	Turn off the in-game voice chat			Blackbox
If the Push to Talk Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Push to Talk Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Push to Talk Setting and Applied to the Game	Enables push to talk for the in-game voice chat Push to talk is a feature that allows users to only have their microphone on while pressing a keyboard key			Blackbox
If Disable is Selected from the Push to Talk Setting and Applied to the Game	Disables push to talk for the in-game voice chat			Blackbox
Pause Menu – Settings – Control Options - UI				
Control Options: Label	The text is spelt correctly The text fits into the context of the panel's purpose			Blackbox
If the Sensitivity Menu Item is Hovered	The following UI elements remain visible: Text Slider Slider Counter			Blackbox
Sensitivity: Text	The text is spelt correctly			Blackbox

	The text is descriptive of what the setting changes.			
Sensitivity: Slider	The slider is visible The slider can slide from 0.1 to 10.0			Blackbox
Sensitivity: Slider: Counter	The counter updates to numerically represent the slider's value			Blackbox
If the Aim Zoom Sensitivity Menu Item is Hovered	The following UI elements remain visible: Text Slider Slider Counter			Blackbox
Aim Zoom Sensitivity: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Aim Zoom Sensitivity: Slider	The slider is visible The slider can slide from 10.0 to 150.0			Blackbox
Aim Zoom: Sensitivity: Slider: Counter	The counter updates to numerically represent the slider's value			Blackbox
If the Invert Vertical Look Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Invert Vertical Look: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Invert Vertical Look: Arrows	The arrows are visible			Blackbox

	The arrows are clickable and changes the option			
If the Invert Vertical Look Arrows are Clicked	The arrows remain visible			Blackbox
Invert Vertical Look: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
If the Invert Horizontal Look Menu Item is Hovered	<p>The following UI elements remain visible:</p> <p>Text Arrows Selected Option Text</p>			Blackbox
Invert Horizontal Look: Text	<p>The text is spelt correctly</p> <p>The text is descriptive of what the setting changes.</p>			Blackbox
Invert Horizontal Look: Arrows	<p>The arrows are visible</p> <p>The arrows are clickable and changes the option</p>			Blackbox
If the Invert Horizontal Look Arrows are Pressed	The arrows remain visible			Blackbox
Invert Horizontal Look: Options	<p>The following options are available:</p> <p>Enable Disable</p> <p>The options are spelt correctly</p>			Blackbox
Pause Menu – Settings – Control Options – UI Functionality				
If the Sensitivity Slider Value is Changed	Update the slider counter			Blackbox

If the New Sensitivity Slider Value is Applied	Update the in-game control sensitivity accordingly			Blackbox
If the Aim Zoom Sensitivity Slider Value is Changed	Update the slider counter			Blackbox
If the New Aim Zoom Sensitivity Slider Value is Applied	Update the in-game gun zoom sensitivity accordingly			Blackbox
If the Invert Vertical Look Left Arrow is Clicked	Toggles the options back sequentially			Blackbox
If the Invert Vertical Look Right Arrow is Clicked	Toggles the options forward sequentially			Blackbox
If Enable is Selected from the Invert Vertical Look Setting and Applied to the Game	Inverts the in-game vertical look directions			Blackbox
If Disable is Selected from the Invert Vertical Look Setting and Applied to the Game	The in-game vertical look directions are normal			Blackbox
If the Invert Horizontal Look Left-Arrow is Clicked	Inverts the in-game horizontal look directions			Blackbox
If the Invert Horizontal Look, Right-Arrow is Clicked	The in-game horizontal look directions are normal			Blackbox