

Test Group	Associated Items
Application Start / Load	Splash Screen Loading Screen Loading Screen Text Loading Screen Icon Sign-in Panel Sign-in Message Sign-in Input Field Sign-in Checkbox Sign-in Button
Main Menu (Buttons)	Servers Button Host Button Play Button Options Button Logout Button Quit Button Quit Game Panel Quit Game Panel Messages (“Quit game?”, “Are you sure you want to quit the game?”) Quit Game Panel Buttons (Cancel, Continue)
Main – Supported Input Types	Keyboard + Mouse Controller
Main – GUI Elements	Profile Information Panel Profile Information Panel Exit Button Coin Shop Button Settings Button
Main – Dropdown Elements	Loadout Dropdown Menu Label Loadout Dropdown Menu Loadout Dropdown Menu Items Loadout Dropdown Menu Items Highlighted Loadout Dropdown Set Menu Item Loadout Dropdown Unset Menu Item Server Region Dropdown Menu Server Region Dropdown Menu Items Server Region Dropdown Menu Items Highlighted Server Region Dropdown Set Menu Item Server Region Dropdown Unset Menu Item
Main – Meters	Players Online Label Players Online Counter Rooms Created Label Rooms Created Counter Players Playing Label Players Playing Counter

	<p>Players in Lobby Label Players in Lobby Counter</p> <p>Ping Label Ping Counter Ping Bars</p>
Friends - List Panel	<p>Friends List Panel Button (Collapse / Expand)</p> <p>Friends List Panel Add Friend Button Friends List Panel Friend Item Friends List Panel Hide / Show Button Friends List Panel Friends Counter</p>
Friends - Add Panel	<p>Add Friends Panel Button</p> <p>Add Friends Panel Exit Button Add Friends Panel Message ("FRIEND NAME") Add Friends Panel Textbox Add Friends Panel Add Button</p>
Options Panel – General Options	<p>General Options - Label Show Framerate – Enabled Show Framerate – Disabled</p> <p>Refresh Rate – 30 Refresh Rate – 60 Refresh Rate – 120 Refresh Rate – 144 Refresh Rate – 200 Refresh Rate – 260 Refresh Rate – Unlimited</p> <p>Weapon Projection – Slider (30.0, 85.0)</p>
Options Panel – Graphics Options - Quality	<p>Quality – Fastest Quality – Fast Quality – Simple Quality – Good Quality – Beautiful Quality – Fantastic</p>
Options Panel – Graphics Options – Antialiasing	<p>Antialiasing - Disabled Antialiasing – X2 Antialiasing – X4 Antialiasing – X8</p>
Options Panel – Graphics Options – Other	<p>Graphics Options - Label</p> <p>Anisotropic – Enabled Anisotropic – Disabled Anisotropic – Force Enabled</p> <p>Motion Blur – Enabled Motion Blur – Disabled</p>

	<p>Bloom – Enabled Bloom – Disabled</p> <p>SSAO – Enabled SSAO – Disabled</p> <p>Chromatic Aberration – Enabled Chromatic Aberration – Disabled</p>
Options Panel – Audio Options	<p>Audio Options - Label</p> <p>Audio – Enabled Audio – Disabled</p> <p>Volume – Slider (0.0, 100.0) Music Volume – Slider (0.0, 100.0)</p> <p>Voice Chat – Enabled Voice Chat – Disabled</p> <p>Push to Talk – Enabled Push to Talk - Disabled</p>
Options Panel – Controls Options	<p>Controls Options – Label</p> <p>Sensitivity – Slider (0.1, 10.0) AIM Zoom Sensitivity – Slider (10.0, 150.0)</p> <p>Invert Vertical Look – Enabled Invert Vertical Look – Disabled</p> <p>Invert Horizontal Look – Enabled Invert Horizontal Look – Disabled</p>
Options Panel – Main UI	<p>Home Button Servers Button Host Button</p> <p>Revert Button Apply Button</p>

Server Panel	Home Button Host Button No Active Servers Exist Messaging Saying “THERE ARE NOT ROOMS CREATED YET, CREATE ONE”
Server Panel – Labels	Server Name Label Map Label Players Label Mode Label Goal Label Max Ping Label State Label Scroll View Scroll View Scrollable
Server Panel – Scroll View Item	Server Name Text Map Name Text Player Counter Text Game Mode Text Goal Text Max Ping Text Join Button Lobby Full Text Textboxes are aligned with labels
Host Panel - Other	Room Name Label Room Name Textbox Private Toggle Private Label Room Password Label Room Password Textbox Create Button
Host Panel – Map	Map Label Map Arrows Map Text Map Image Map Image Label

Host Panel – Game Mode	<p>Game Mode Label Game Mode Arrows</p> <p>Game Mode – Team Death Match Game Mode – Free for All Game Mode – Capture the Flag</p>
Host Panel – Max Players	<p>Max Players Label Max Players Arrows Max Players - 2 Players Max Players - 4 Players Max Players – 6 Players Max Players – 8 Players</p>
Host Panel – Room Time Limit	<p>Room Time Limit Label Room Time Limit Arrows Room Time Limit – 5 Minutes Room Time Limit – 10 Minutes Room Time Limit – 15 Minutes Room Time Limit – 20 Minutes</p>
Host Panel – Game Mode Goal	<p>Game Mode Goal Label Game Mode Goal Arrows</p> <p>Free For All Free For All - Game Mode Goal – 10 KILLS Free For All - Game Mode Goal – 25 KILLS Free For All - Game Mode Goal – 50 KILLS Free For All - Game Mode Goal – 75 KILLS</p> <p>Team Deathmatch Team Deathmatch - Game Mode Goal – 50 KILLS Team Deathmatch - Game Mode Goal – 100 KILLS Team Deathmatch - Game Mode Goal – 150 KILLS Team Deathmatch - Game Mode Goal – 200 KILLS</p> <p>Capture the Flag Capture of Flag - Game Mode Goal – 3 Captures Capture of Flag - Game Mode Goal – 5 Captures Capture of Flag - Game Mode Goal – 7 Captures Capture of Flag - Game Mode Goal – 11 Captures</p>
Host Panel - Max Player Ping	<p>Max Player Ping Label Max Player Ping Arrows</p> <p>Max Player Ping – 0 MS Max Player Ping – 100 MS Max Player Ping – 200 MS Max Player Ping – 500 MS Max Player Ping – 1000 MS</p>
Host Panel - After Finish Game	After Finish Game Label

	After Finish Game Arrows After Finish Game – Back to Lobby After Finish Game – Start New Round
Host Panel - Team Selection	Team Selection Label Team Selection Arrows Team Selection – Manually Team Selection – Automatic
Host Panel - Friendly Fire	Friendly Fire Label Friendly Fire Arrows Friendly Fire – Disabled Friendly Fire - Enabled
Host Panel - Bots	Bots Label Bots Arrows Bots – Enabled Bots – Disabled
Lobby – Map Details	Room Name Text Map Name Text Map Image Game Mode Text Time Limit Text Goal Text Bots Text Friendly Fire Text
Lobby – Team Details	Player Counter Text Player Counter Label Max Players Text DELTA Team Label RECON Team Label Team Item Room Leader Item

Lobby - Buttons	Start Button Leave Button Leave Panel Message Leave Panel Cancel Button Leave Panel Yes Button
Match – Supported Input Types	Keyboard + Mouse Controller
Match – Keyboard Functionality	Move (W, A, S, D and Arrow Keys) Run (Left Shift) Pause Menu (Escape) Weapon Change (1, 2, 3, 4 and Scroll Wheel) Aim (Right Mouse Click) Fire (Left Mouse Click) Reload (R) Text Chat to All (T) Text Chat to Team (Y) Supply Drop (H) Crouch (C) Use Knife (V) Jump (Spacebar)
Pause Menu – UI Elements	Spectators Icon Spectators Counter Spectators Label Suicide Button Leave Room Button Change Team Button
Pause Menu – Map Details	Room Name Text Game Mode Text Delta Team Member Counter Recon Team Member Counter
Pause Menu – Scoreboard - Delta	Delta Label Delta K Label Delta D Label Delta Score Label Scroll View
Pause Menu – Scoreboard - Recon	Recon Label Recon K Label Recon D Label Recon Score Label Scroll View
Pause Menu – Scoreboard – Scroll View Item	Profile Image Username Text K Text D Text Score Text
Pause Menu – Settings - General Options	General Options - Label Show Framerate – Enabled

	Show Framerate – Disabled Refresh Rate – 30 Refresh Rate – 60 Refresh Rate – 120 Refresh Rate – 144 Refresh Rate – 200 Refresh Rate – 260 Refresh Rate – Unlimited Weapon Projection – Slider (30.0, 85.0) Player Class Dropdown Menu Label Player Class Dropdown Menu Player Class Dropdown Menu Items Player Class Dropdown Menu Items Highlighted Player Class Dropdown Set Menu Item Player Class Dropdown Unset Menu Item
Pause Menu – Settings - Graphics Options - Quality	Quality – Fastest Quality – Fast Quality – Simple Quality – Good Quality – Beautiful Quality – Fantastic
Pause Menu – Settings - Graphics Options – Antialiasing	Antialiasing - Disabled Antialiasing – X2 Antialiasing – X4 Antialiasing – X8
Pause Menu – Settings - Graphics Options – Other	Graphics Options - Label Anisotropic – Enabled Anisotropic – Disabled Anisotropic – Force Enabled Motion Blur – Enabled Motion Blur – Disabled Bloom – Enabled Bloom – Disabled SSAO – Enabled SSAO – Disabled Chromatic Aberration – Enabled Chromatic Aberration – Disabled
Pause Menu – Settings – Audio Options	Audio Options - Label Audio – Enabled Audio – Disabled Volume – Slider (0.0, 100.0)

	Music Volume – Slider (0.0, 100.0) Voice Chat – Enabled Voice Chat – Disabled Push to Talk – Enabled Push to Talk - Disabled
Pause Menu – Settings – Controls Options	Controls Options – Label Sensitivity – Slider (0.1, 10.0) AIM Zoom Sensitivity – Slider (10.0, 150.0) Invert Vertical Look – Enabled Invert Vertical Look – Disabled Invert Horizontal Look – Enabled Invert Horizontal Look – Disabled
Pause Menu – Settings – Main UI	Home Button Servers Button Host Button Revert Button Apply Button
Pause Menu – Change Team	Current Team Join Button Other Team Join Button
Match – Start UI	
Match – Main UI	
Match – Kill Camera	
Match – End UI	
Match - Pickups	Health Pickup Ammo Pickup Weapon Pickup
Match - Map	Map – Model Map – Textures Map – Water Model Map – Water Texture Map – Water Movement Map – Boundary Limits Map – Rock Prefab Models Map – Rock Prefab Textures Map – Ladder Prefab Map – Ladder Textures Map – Wood Prefab Map – Fire Prefab (Particle Effect)

	Map – Table Prefab Map – Table Prefab Textures Map – Pickup Models Map – Pickup Textures
Weapon System - GUI	Weapon Rectile Loaded Ammunition Counter Text Unused Ammunition Counter Text Weapon Type Text Weapon Ammunition Slider
Weapon System – Guns	
Weapon System – Guns – Pistol	
Weapon System – Guns - Shotgun	
Weapon System – Guns - Rifle	
Weapon System – Gun - Sniper	
Weapon System – Guns – Grenade Launcher	
Weapon System - Throwables	
Weapon System – Throwables – Grenade	
Weapon System – Throwables – Molotov	
Weapon System – Melee - Knife	
Player – Health System	Player Health Counter Player Health Icon Player Health Slider Player Health Regeneration Player Health Fall Damage Player Health Weapon Damage
Player - Animations	Walk Run Slide Crouch Jump
AI - Animations	
AI – Health System	