Test Case	Expected	Result (Y/N/N/A)	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	Y		Blackbox
Background Panel: Image	The correct background image is displayed	Y		Blackbox
Loading Screen: Text	The text is spelt correctly The text fits into the context of the panel's purpose	Y		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	Y		Blackbox
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 The text is spelt correctly	Y		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	Y		Blackbox
If Typed Text is Highlighted within the Input Field on the Sign-in Screen	The typed text remains visible	Y		Blackbox
Sign-in: Checkbox: Text	The text is spelt correctly

The text fits into the context of the checkbox's purpose | Y | | Blackbox |
| Sign-in: Checkbox: Ticked | The tick is visible

The checkbox can be unticked with one click | Y | | Blackbox |
| Sign-in: Checkbox: Unticked | The checkbox can be ticked with one click | Y | | Blackbox |
| Sign-in: Button: Text | The text is spelt correctly

The text fits into the context of the button's purpose | Y | | Blackbox |
| If the Button is Hovered within the Sign-in Screen | The button and button text remain visible | Y | | Blackbox |
| If the Button is Pressed within the Sign-in Screen | The button and button text remain visible | Y | | 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 | -N | The error message is non-existent | Blackbox |
| Signed-in > Connecting to Server Screen | Display the following UI:

Connecting – Text
Connecting - Icon | Y | | Blackbox |
| Connecting to Server Screen: Text | The text is spelt correctly

The text fits into the context of the screen's purpose | Y | | 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	Y		Blackbox
Server Full Panel: Try Again Button: Text	The text is spelt correctly The text is informative of the button's purpose	Y		Blackbox
If the Try Again Button is Hovered within the Server Full Panel	The button and button text remain visible	Y		Blackbox
If the Try Again Button is Pressed within the Server Full Panel	The button and button text remain visible	Y		Blackbox
Application Start / Load - UI Functionality				
Sign-in Screen: Checkbox: Ticked	The game will automatically log the player into the game	Y		Blackbox
Sign-in Screen: Checkbox: Unticked	The input field will be empty next login and display the placeholder text	-N	The input field is not empty next login and therefore does not display the placeholder text	Blackbox
Sign-in Screen: No Username Entered, Button Clicked	Performs no action	Y		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	-N	Does not 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	Y		Blackbox

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

If the Host Button is Pressed	The button and button text remains visible	Y		Blackbox
Play Button: Text	The play text is spelt correctly

The text fits into the context of the button's purpose | Y | | Blackbox |
| If the Play Button is Hovered | The button and button text remain visible | Y | | Blackbox |
| If the Play Button is Pressed | The button and button text remain visible | Y | | Blackbox |
| Play > Matchmaking Panel | Displays the following UI:

Matchmaking – Text
Matchmaking – Loading icon | Y | | Blackbox |
| Play > Matchmaking: Text | The text is spelt correctly

The text fits into the context of the matchmaking panel | Y | | 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 | Y | | Blackbox |
| If the Options Button is Hovered | The button text remains visible | Y | | Blackbox |
| If the Options Button is Pressed | The button text remains visible | Y | | Blackbox |
| Logout Button: Text | The logout text is spelt correctly

The text fits into the context of the button's purpose | Y | | Blackbox |
If the Logout Button is Hovered	The button text remains visible	Y		Blackbox
If the Logout Button is Pressed	The button text remains visible	Y		Blackbox
Quit Button: Text	The quit text is spelt correctly	Y		Blackbox

	The text fits into the context of the button's purpose			
If the Quit Button is Hovered	The button text remains visible	Y		Blackbox
If the Quit Button is Pressed	The button text remains visible	Y		Blackbox
Quit > Quit Game Panel	Displays the following UI: Quit – Text Quit – Cancel Button Quit – Continue Button	Y		Blackbox
Quit Game Panel: Text	The text is spelt correctly The text fits into the context of the panel's purpose	Y		Blackbox
Quit Game Panel: Cancel Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Cancel Button is Hovered within the Quit Game Panel	The button and button text remain visible	Y		Blackbox
If the Cancel Button is Pressed within the Quit Game Panel	The button and button text remain visible	Y		Blackbox
Quit Game Panel: Continue Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Continue Button is Hovered within the Quit Game Panel	The button and button text remain visible	Y		Blackbox
If the Continue Button is Pressed within the Quit Game Panel	The button and button text remain visible	Y		Blackbox
Main Menu (Buttons) - UI Functionality				
If the Servers Button is Clicked	Hide the main menu	Y		Blackbox

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

If the Profile Information Button is Hovered	The button text remains visible	Y		Blackbox
If the Profile Information Button is Pressed	The button text remains visible	Y		Blackbox
Profile Information Button > Profile Information Panel	Displays profile information along with an exit button	-N	Does not display profile information	Blackbox
Profile Information Panel: Exit Button: Icon	The button icon is visible	Y		Blackbox
If the Exit Button is Hovered within the Profile Information Panel	The button icon remains visible	Y		Blackbox
If the Exit Button is Pressed within the Profile Information Panel	The button icon remains visible	Y		Blackbox
Add Friend Button: Icon	The icon is visible	Y		Blackbox
If the Add Friend Button is Hovered	The button icon remains visible	Y		Blackbox
If the Add Friend Button is Pressed	The button icon remains visible	-N	The button's background colour is too bright and makes it hard to see the button's icon	Blackbox
Coin Button: Icon	The button icon is visible	Y		Blackbox
If the Coin Button is Hovered	The button icon remains visible	Y		Blackbox
If the Coin Button is Pressed	The button icon remains visible	Y		Blackbox
Settings Button: Icon	The button icon is visible	Y		Blackbox
If the Settings Button is Hovered	The button icon remains visible	Y		Blackbox
If the Settings Button is Pressed	The button icon remains visible	Y		Blackbox
Main – GUI Elements – UI Functionality				
If the Profile Information Button is Clicked	Show Profile Information Panel	Y		Blackbox
If the Exit Button is Clicked within the Profile Information Panel	Hide Profile Information Panel	Y		Blackbox
If the Coin Button is Clicked	Hide main menu Show coin store	-N	Does not perform any action	Blackbox

If the Add Friend Button is Clicked	Show the add friend panel	Y		Blackbox
If the Settings Button is Clicked	Hide the main menu Show the options panel	Y		Blackbox
Main - Dropdown Elements – UI				
Loadout: Label	The text is spelt correctly The text fits into the context of the dropdown menu's purpose	Y		Blackbox
Loadout Container: Icon	The loadout container icon is visible The loadout container icon matches the loadout dropdown menu selected item icon	Y		Blackbox
Loadout Container: Text	The loadout container text matches the loadout dropdown menu selected item text	Y		Blackbox
Loadout Container: Arrow	The loadout container arrow is visible	Y		Blackbox
If the Loadout Container is Hovered	The loadout container remains visible as well as the following loadout container UI elements: Icon Text Arrow	Y		Blackbox
If the Loadout Container is Pressed	The loadout container remains visible as well as the following loadout container UI elements: Icon Text	Y		Blackbox

	Arrow			
If the Loadout Dropdown Menu is Scrolled with a Mouse Wheel	The loadout dropdown menu scrolls at an acceptable pace	N/A		Blackbox
Loadout Dropdown Menu: Items	The loadout 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	Y		Blackbox
If a Loadout Dropdown Menu Item is Hovered	The icon and text remain visible	Y		Blackbox
If a Loadout Dropdown Menu Item is Pressed	The icon and text remain visible	Y		Blackbox
Server Region Container: Text	The server region container text matches the server region dropdown menu selected item text	Y		Blackbox
Server Region Container: Arrow	The server region container arrow is visible	Y		Blackbox
If the Server Region Container is Hovered	The server region container remains visible as well as the following server region container UI elements: Text Arrow	Y		Blackbox
If the Server Region Container is Pressed	The server region container remains visible as well as	Y		Blackbox

	the following server region container UI elements: Text Arrow			
If the Server Region Dropdown Menu is Scrolled with a Mouse Wheel	The server region dropdown menu scrolls at an acceptable pace	-N	The server region dropdown menu does not scroll at an acceptable pace	Blackbox
Server Region Dropdown Menu: Items	The server region dropdown menu contains the following items: 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 the above UI is visible All of the above menu items fit into the dropdown menu All the above UI text is spelt correctly	-N	The ZA – South Africa item does not fit into the dropdown menu	Blackbox
If a Server Region Dropdown Menu Item is Hovered	The text remains visible	Y		Blackbox
If a Server Region Dropdown Menu Item is Pressed	The text remains visible	-N	The server region dropdown menu highlight colour is too close to the text colour	Blackbox
Server Changed > Loading Screen	Display the following UI: Loading – Text Loading - Icon	Y		Blackbox

Loading Screen: Text	The text is spelt correctly The text fits into the context of the screen's purpose	Y		Blackbox
Loading Screen: Icon	The icon is visible The icon rotates			Whitebox
Main – Dropdown Elements – UI Functionality				
If the Loadout Container is Clicked	Show loadout dropdown menu	Y		Blackbox
If the Loadout Dropdown Menu is Open and Another UI Element is Clicked	Hide loadout dropdown menu	Y		Blackbox
If the Loadout Dropdown Menu Selected Item is Clicked	Hide loadout dropdown menu	Y		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	Y		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	Y		Blackbox

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

If the EU – AMSTERDAM Menu Item is Unselected and Clicked	Sets EU – AMSTERDAM as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the EU – AMSTERDAM server	Y		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 server	Y		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 server	Y		Blackbox
If the AS – JAPAN Menu Item is Unselected and Clicked	Sets AS – JAPAN as the Server Region Hide main menu	Y		Blackbox

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

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

If the RU – MOSCU Menu Item is Unselected and Clicked	Sets RU – MOSCU as the Server Region Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the RU – MOSCU server	Y		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 server	Y		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 server	Y		Blackbox
Main – Meters – UI				
Friends Online: Counter	Friend's online counter is visible	Y		Blackbox

Coin: Icon	Coin icon is visible	Y		Blackbox
Coin: Counter	Coin counter is visible	Y		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	Y		Blackbox
Players Online: Counter	Players online counter is visible	Y		Blackbox
Rooms Created: Text	The rooms created text is visible The rooms created text is spelt correctly The text fits into the context of the counter's purpose	Y		Blackbox
Rooms Created: Counter	Rooms created counter is visible	Y		Blackbox
Players Playing: Text	The players playing text is visible The players playing text is spelt correctly The text fits into the context of the counter's purpose	Y		Blackbox
Players Playing: Counter	Players playing counter is visible	Y		Blackbox
Players in Lobby: Text	The players in lobby text is visible The players in lobby text is spelt correctly The text fits into the context of the counter's purpose	Y		Blackbox
Players in Lobby: Counter	Players in lobby counter is visible	Y		Blackbox
Ping: Text	The ping text is visible	Y		Blackbox

	The ping text is spelt correctly The text fits into the context of the counter's purpose			
Ping: Counter	Ping counter is visible	Y		Blackbox
Ping: Bars	Ping bars are visible	Y		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	Y		Blackbox
Coin: Counter	Updates every time the user earns new coins to display the total coins the user has	Y		Blackbox
Players Online: Counter	Displays randomised numbers then updates to display the current number of players online on any selected server region and repeats the process	Y		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	Y		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	Y		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	Y		Blackbox
Ping: Counter	Updates every second to display the players current ping	Y		Blackbox
Ping: Bars	Updates every second to reflect the players ping visually	Y		Blackbox
Friends – List Panel – UI				
Friends List: Collapse/Expand Button	The collapse/expand button is visible	Y		Blackbox
Friends List: Hide/Show Button	The hide/show button is visible	Y		Blackbox
Friends List: Counter	The friends list counter is visible	y		Blackbox
If the Friends List is Empty	Show the add friends button	Y		Blackbox
Friends List: Add Friend Button: Text	The text is spelt correctly The text is descriptive of what the button does	Y		Blackbox
If the Add Friend Button is Hovered within the Friends List	The button and button text remain visible	Y		Blackbox
If the Add Friend Button is Pressed within the Friends List	The button and button text remain visible	Y		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	Y		Blackbox

Friends List: Menu Item: Profile Image	The profile image is visible	Y		Blackbox
Friends List: Menu Item: Username Text	The text is visible	Y		Blackbox
Friends List: Menu Item: Status Text	The text is visible	Y		Blackbox
Friends List: Menu Item: Remove Button	The button is visible and clickable	Y		Blackbox
Menu Item: Remove Button: Text	The remove button text is visible	Y		Blackbox
If the Remove Button is Hovered	The button and button text remain visible	Y		Blackbox
If the Remove Button is Pressed	The button and button text remain visible	Y		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	Y		Blackbox
If the Friends List Collapse/Expand Button is Clicked while the Friends List is Closed	Expand the friends list	Y		Blackbox
If the Show/Hide Button is Clicked while the Button is Facing Down within the Friends List Panel	Show the friends menu items	-N	The show/hide button does not hide friends menu items and therefore cannot perform the opposite	Blackbox
If the Show/Hide Button is Clicked while the Button is Facing Up within the Friends List	Hide the friends menu items	-N	Does not hide 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:	-N	If the game is launched and an account is signed into with zero friends, the game will not update the friends list counter and instead it will display 10/100	Blackbox

	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	Y		Blackbox
Friends List: Menu Item: Username Text	The text displays the username of the friend accurately	Y		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	Y		Blackbox
Friends – Add Panel - UI				
Add Friend: Button: Icon	The icon is visible	Y		Blackbox
If the Add Friend Button is Hovered	The icon remains visible	Y		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	Y		Blackbox

If the Exit Button is Hovered within the Add Friend Panel	The button and button text remain visible	-N	The button's background becomes too dark and almost blends into the add friend panel background colour	Blackbox
If the Exit Button is Pressed within the Add Friend Panel	The button and button text remain visible	-N	The button's background colour is too bright and makes it hard to read the button's text	Blackbox
If the Input Field is Hovered within the Add Friend Panel	The input field text remains visible	Y		Blackbox
If the Input Field is Pressed within the Add Friend Panel	The input field text remains visible	Y		Blackbox
Add Friend Panel: Input Field: Placeholder Text	The placeholder text is visible The placeholder text is informative of the input field's purpose	Y		Blackbox
If Text is Typed within the Input Field in the Add Friend Panel	The typed text is visible	Y		Blackbox
Add Friend Panel: Add Button: Text	The text is spelt correctly The text is informative of the button's purpose	Y		Blackbox
If the Add Button is Hovered within the Add Friend Panel	The button and button text remain visible	Y		Blackbox
If the Add Button is Pressed within the Add Friend Panel	The button and button text remain visible	Y		Blackbox
Add Button > Invalid Username: Error Message: Text	The text is spelt correctly The text is informative of the add friend scenario	-N	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 username.	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	-N	The UI elements are interactable	Blackbox
If the Exit Button is Clicked within the Add Friend Panel	Hide the add friend panel	Y		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	-N	The error message is non-existent	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	Y		Blackbox
Server Panel - UI				
Home Button: Text	The home text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Home Button is Hovered	The home text remains visible	-N	The button's background is too bright and therefore it is hard to see the button's text.	Blackbox
If the Home Button is Pressed	The home text remains visible	Y		Blackbox
Host Button: Text	The host text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Host Button is Hovered	The host text remains visible	-N	The button's background is too bright and therefore it is hard to see the button's text.	Blackbox
If the Host Button is Pressed	The host text remains visible	Y		Blackbox

If the Servers Scroll View is Empty	Disable scrolling capability Show the no active rooms text	Y		Blackbox
No Active Rooms: Text	The no active rooms text is spelt correctly The text is informative of the panel's scenario	-N	The no active rooms text is not spelt correctly.	Blackbox
If the Servers Scroll View is Scrolled	Scroll view items are contained within the scroll view and do not overlap other UI elements	-N	The scroll view items overlap other UI elements	Blackbox
If the Servers Scroll View is Scrolled with a Mouse Wheel	Scrolls at an acceptable pace	N/A		Blackbox
Server Name: Text	The server name text is spelt correctly The server name text is descriptive of the menu item text below	Y		Blackbox
Map Name: Text	The map name text is spelt correctly The map name text is descriptive of the menu item text below	Y		Blackbox
Players Counter: Text	The players counter text is spelt correctly The players counter text is descriptive of the menu item text below	Y		Blackbox
Game Mode: Text	The game mode text is spelt correctly The game mode text is descriptive of the menu item text below	Y		Blackbox
Goal: Text	The goal text is spelt correctly	Y		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	Y		Blackbox
Join State: Text	The join state text is spelt correctly The join state text is descriptive of the menu item text below	Y		Blackbox
Server Panel – UI Functionality				
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	Y		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	Y		Blackbox
Server Name: Text	The text is visible	Y		Blackbox
Map Name: Text	The text is visible	Y		Blackbox
Player Counter: Text	The text is visible	Y		Blackbox
Game Mode: Text	The text is visible	Y		Blackbox
Goal: Text	The text is visible	Y		Blackbox
Max Ping: Text	The text is visible	Y		Blackbox
Join Button: Text	The text is spelt correctly The text is informative of what the button does	Y		Blackbox

If the Join Button is Hovered	The button and button text remain visible	Y		Blackbox
If the Join Button is Pressed	The button and button text remain visible	Y		Blackbox
Join Button > Password Panel: Text	The text is spelt correctly The text is informative of the panel's purpose	-N	The panel's text is not spelt correctly	Blackbox
If the Input Field within the Password Panel is Hovered	The text remains visible	-N	The text is not visible to begin with and therefore cannot remain visible	Blackbox
If the Input Field within the Password Panel is Pressed	The text remains visible	-N	The text is not visible to begin with and therefore cannot remain visible	Blackbox
Password Panel: Input Field: Placeholder Text	The placeholder text is visible The placeholder text is descriptive of the Input Field's purpose	-N	The placeholder text is not visible	Blackbox
If Text is Typed within the Input Field in the Password Panel	The typed text is visible	-N	The typed text is not visible	Blackbox
Password Panel: Enter Button: Text	The text is spelt correctly The text is informative of the button's purpose	Y		Blackbox
If the Enter Button is Hovered within the Password Panel	The button and button text remain visible	Y		Blackbox
If the Enter Button is Pressed within the Password Panel	The button and button text remain visible	Y		Blackbox
Enter Button > Invalid Password: Text	The text is spelt correctly The invalid password text is informative of the scenario	Y		Blackbox
Password Panel: Cancel Button:	The text is spelt correctly	Y		Blackbox

Text	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	Y		Blackbox
If the Cancel Button is Pressed within the Password Panel	The button and button text remain visible	-N	The button becomes too dark and blends in with the panel's background	Blackbox
If the Room is Full	Hide join button Show lobby full text	Y		Blackbox
Lobby Full: Text	The text is spelt correctly The text is informative of the room's scenario	Y		Blackbox
Server Panel – Scroll View Item – UI Functionality				
Server Name: Text	The text displays the accurate name of the server	Y		Blackbox
Map Name: Text	The text displays the accurate name of the server's map	Y		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	Y		Blackbox
Game Mode: Text	The text displays the accurate acronym for the room's game mode	Y		Blackbox
Goal: Text	The text displays the accurate room's game mode goal	Y		Blackbox
Max Ping: Text	The text displays the accurate max	Y		Blackbox

	ping allowed within the room 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	Y			Blackbox
If the Join Button is Clicked on a Private Room	Show the room's password panel	Y			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	-N	The UI elements are 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	Y			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	Y			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	-N	The invalid password text is not hidden The panel's informative text is not shown	Blackbox
Options Panel – Main - UI					
Home: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y			Blackbox
If the Home Button is Hovered	The home text remains visible	-N	The button's background becomes too bright and therefore makes	Blackbox

				the button's text hard to see	
If the Home Button is Pressed	The home text remains visible	Y			Blackbox
Servers: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y			Blackbox
If the Servers Button is Hovered	The servers text remains visible	-N	The button's background becomes too bright and therefore makes the button's text hard to see		Blackbox
If the Servers Button is Pressed	The servers text remains visible	Y			Blackbox
Host: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y			Blackbox
If the Host Button is Hovered	The host text remains visible	-N	The button's background becomes too bright and therefore makes the button's text hard to see		Blackbox
If the Host Button is Pressed	The host text remains visible	Y			Blackbox
Revert: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y			Blackbox
If the Revert Button is Hovered	The button and button text remain visible	Y			Blackbox
If the Revert Button is Pressed	The button and button text remain visible	Y			Blackbox
Apply: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y			Blackbox
If the Apply Button is Hovered	The button and button text remain visible	Y			Blackbox

If the Apply Button is Pressed	The button and button text remain visible	Y		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	-N	Does not reset the options to the saved options	Blackbox
If the Servers Button is Clicked	Reset the options to the saved options Hide options panel Show servers panel	-N	Does not reset the options to the saved options	Blackbox
If the Host Button is Clicked	Reset the options to the saved options Hide options panel Show host panel	-N	Does not reset the options to the saved options	Blackbox
If the Revert is Clicked	Resets the options to the saved options	Y		Blackbox
If the Apply is Clicked	Saves the currently applied options	Y		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	Y		Blackbox
If the Show Framerate Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text	Y		Blackbox
Show Framerate: Text	The text is spelt correctly The text is descriptive of what the setting changes.	Y		Blackbox

Show Framerate: Arrows	The arrows are visible The arrows are clickable and changes the option	Y		Blackbox
If the Show Framerate Arrows are Hovered	The arrows remain visible	Y		Blackbox
If the Show Framerate Arrows are Pressed	The arrows remain visible	Y		Blackbox
Show Framerate: Options	The following options are available: Enable Disable The options are spelt correctly	Y		Blackbox
If the Refresh Rate Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text	Y		Blackbox
Refresh Rate: Text	The text is spelt correctly The text is descriptive of what the setting changes.	Y		Blackbox
Refresh Rate: Arrows	The arrows are visible The arrows are clickable and changes the option	Y		Blackbox
If the Refresh Rate Arrows are Hovered	The arrows remain visible	Y		Blackbox
If the Refresh Rate Arrows are Pressed	The arrows remain visible	Y		Blackbox
Refresh Rate: Options	The following options are available: 30 60 120 144 200	Y		Blackbox

	260 Unlimited The options are spelt correctly			
If the Weapon Projection Menu Item is Hovered	The following UI elements remain visible: Text Slider Counter	Y		Blackbox
Weapon Projection: Text	The text is spelt correctly The text is descriptive of what the setting changes.	Y		Blackbox
Weapon Projection: Slider	The slider is visible The slider can slide from 30.0 to 85.0	Y		Blackbox
Weapon Projection: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X	Y		Blackbox
Options Panel – General Options – UI Functionality				
If the Show Framerate Left Arrow is Clicked	Toggles the options back sequentially	Y		Blackbox
If the Show Framerate Right Arrow is Clicked	Toggles the options forward sequentially	Y		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	Y		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	Y		Blackbox
If the Refresh Rate Left Arrow is Clicked	Toggles the options back sequentially	Y		Blackbox
If the Refresh Rate Right Arrow is Clicked	Toggles the options forward sequentially	Y		Blackbox

If 30 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 30	Y		Blackbox
If 60 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 60	Y		Blackbox
If 120 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 120	Y		Blackbox
If 144 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 144	Y		Blackbox
If 200 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 200	Y		Blackbox
If 260 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 260	Y		Blackbox
If Unlimited is Selected from the Refresh Rate Setting and Applied to the Game	Unlocks the game's framerate	Y		Blackbox
If the Weapon Projection Slider Value is Changed	Update the weapon projection slider counter	Y		Blackbox
If the New Weapon Projection Slider Value is Applied	Changes the perspective at which the players weapon is viewed	Y		Blackbox
Options Panel – 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:			Blackbox

	Text Arrows Selected Option Text			
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: Text Arrows Selected Option Text			Blackbox
Antialiasing: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Antialiasing: Arrows	The arrows are visible			Blackbox

	The arrows are clickable and changes the option			
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	The following options are available: Enable Force Enable Disable The options are spelt correctly			Blackbox

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

				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
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	Set the graphical quality of the in-game textures and models to high			Blackbox

Applied to the Game				
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			Whitebox

	fired, bloom will cause the weapon reticle to grow, increasing the possible hit points			
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	Enables chromatic aberration for all of the in-game cameras 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			Blackbox

	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
Options Panel – Audio Options - 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	The arrows remain visible			Blackbox
Audio: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox

If the Volume Menu Item is Hovered	The following UI elements remain visible: Text Slider Slider Counter			Blackbox
Volume: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Volume: Slider	The slider is visible The slider can slide from 0.0 to 100.0			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	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	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 The text is descriptive of what the setting changes.			Blackbox
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
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 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	Turn off the in-game voice chat			Blackbox

Voice Chat Setting and Applied to the Game				
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
Options Panel – 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 The text is descriptive of what the setting changes.			Blackbox
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			Blackbox

	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 The arrows are clickable and changes the option			Blackbox
If the Invert Vertical Look Arrows are Clicked	The arrows remain visible			Blackbox
Invert Vertical Look: Options	The following options are available: Enable Disable			Blackbox

	The options are spelt correctly			
If the Invert Horizontal Look Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Invert Horizontal Look: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Invert Horizontal Look: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Invert Horizontal Look Arrows are Pressed	The arrows remain visible			Blackbox
Invert Horizontal Look: Options	The following options are available: Enable Disable The options are spelt correctly			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	Y		Blackbox
If the Resume Button is Hovered	The button and button text remain visible	-N	The button's background becomes too bright and it is hard to read the button's text	Blackbox
If the Resume Button is Pressed	The button and button text remains visible	Y		Blackbox
Scoreboard: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Scoreboard Button is Hovered	The button and button text remain visible	-N	The button's background becomes too bright and it is hard to read the button's text	Blackbox
If the Scoreboard Button is Pressed	The button and button text remain visible	Y		Blackbox

Revert: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Revert Button is Hovered	The button and button text remain visible	Y		Blackbox
If the Revert Button is Pressed	The button and button text remain visible	-N	The thin button border blends into the background and becomes hard to see	Blackbox
Apply: Button: Text	The text is spelt correctly The text fits into the context of the button's purpose	Y		Blackbox
If the Apply Button is Hovered	The button and button text remain visible	Y		Blackbox
If the Apply Button is Pressed	The button and button text remain visible	Y		Blackbox
Pause Menu – Settings – Main – UI Functionality				
If the Resume Button is Clicked	Reset the options to the saved options Hide the pause menu	-N	Does not reset the options to the saved options	Blackbox
If the Scoreboard Button is Clicked	Reset the options to the saved options Hide the settings panel Show the scoreboard panel	-N	Does not reset the options to the saved options	Blackbox
If the Revert is Clicked	Resets the options to the saved options	Y		Blackbox
If the Apply is Clicked	Saves the currently applied options	Y		Blackbox
Pause Menu – Settings – General Options – UI				
General Options: Label	The text is spelt correctly	Y		Blackbox

	The text fits into the context of the panel's purpose			
If the Show Framerate Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text	Y		Blackbox
Show Framerate: Text	The text is spelt correctly The text is descriptive of what the setting changes.	Y		Blackbox
Show Framerate: Arrows	The arrows are visible The arrows are clickable and changes the option	Y		Blackbox
If the Show Framerate Arrows are Hovered	The arrows remain visible	Y		Blackbox
If the Show Framerate Arrows are Pressed	The arrows remain visible	Y		Blackbox
Show Framerate: Options	The following options are available: Enable Disable The options are spelt correctly	Y		Blackbox
If the Refresh Rate Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text	Y		Blackbox
Refresh Rate: Text	The text is spelt correctly The text is descriptive of what the setting changes.	Y		Blackbox
Refresh Rate: Arrows	The arrows are visible	Y		Blackbox

	The arrows are clickable and changes the option			
If the Refresh Rate Arrows are Hovered	The arrows remain visible	Y		Blackbox
If the Refresh Rate Arrows are Pressed	The arrows remain visible	Y		Blackbox
Refresh Rate: Options	The following options are available: 30 60 120 144 200 260 Unlimited The options are spelt correctly	Y		Blackbox
If the Weapon Projection Menu Item is Hovered	The following UI elements remain visible: Text Slider Counter	Y		Blackbox
Weapon Projection: Text	The text is spelt correctly The text is descriptive of what the setting changes.	Y		Blackbox
Weapon Projection: Slider	The slider is visible The slider can slide from 30.0 to 85.0	Y		Blackbox
Weapon Projection: Slider: Counter	The counter updates to numerically represent the slider's value in the format XX.X	Y		Blackbox
Player Class: Text	The text is spelt correctly The text fits into the context of the dropdown menu's purpose	Y		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	Y		Blackbox
Player Class Container: Text	The player class container text matches the player class dropdown menu selected item text	Y		Blackbox
Player Class Container: Arrow	The player class container arrow is visible	Y		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	Y		Blackbox
If the Player Class Container is Pressed	The player class container remains visible as well as the following player class container UI elements: Icon Text Arrow	Y		Blackbox
If the Player Class Dropdown Menu is Scrolled with a Mouse Wheel	The player class dropdown menu scrolls at an acceptable pace	N/A		Blackbox
Player Class Dropdown Menu: Items	The player class dropdown menu contains the following items with the appropriate icons: Assault Recon Support	Y		Blackbox

	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 Dropdown Menu Item is Hovered	The icon and text remain visible	Y		Blackbox
If a Player Class Dropdown Menu Item is Pressed	The icon and text remain visible	Y		Blackbox
Pause Menu – Settings – General Options – UI Functionality				
If the Show Framerate Left Arrow is Clicked	Toggles the options back sequentially	Y		Blackbox
If the Show Framerate Right Arrow is Clicked	Toggles the options forward sequentially	Y		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	Y		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	Y		Blackbox
If the Refresh Rate Left Arrow is Clicked	Toggles the options back sequentially	Y		Blackbox
If the Refresh Rate Right Arrow is Clicked	Toggles the options forward sequentially	Y		Blackbox
If 30 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 30	Y		Blackbox
If 60 is Selected from the Refresh Rate Setting and Applied to the Game	Locks the game's framerate to 60	Y		Blackbox

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

| | changed to the assault player's class from the next game onward

The assault player class consists of the following weapons:

Rifle
Pistol
Grenade Launcher
Knife | | | |
|---|---|---|---|---|
| If the Recon Menu Item is Unselected and Clicked | Set player class

Update player 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 | Y | | Blackbox |
| If the Support Menu Item is Unselected and Clicked | Set player class

Update player class container icon and text

The player's class will now be changed to the support player's class from the | Y | | Blackbox |

	next game onward The support player class consists of the following weapons: Rifle Pistol Molotov Knife			
If the Engineer Menu Item is Unselected and Clicked	Set player class Update player 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 Shotgun Pistol Molotov Knife	Y		Blackbox
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: Text Arrows Selected Option Text			Blackbox
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	The following options are available: Enable Force Enable Disable The options are spelt correctly			Blackbox
If the Motion Blur Menu Item is Hovered	The following UI elements remain visible: Text Arrows			Blackbox

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

	the setting changes.			
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 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	Set the graphical quality of the in-game textures and			Blackbox

Applied to the Game	models to very high			
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	Enables chromatic aberration for all of the in-game cameras 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,			Blackbox

	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

Pause Menu – Settings – Audio Options - 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	The arrows remain visible			Blackbox
Audio: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox
If the Volume Menu Item is Hovered	The following UI elements remain visible: Text			Blackbox

	Slider Slider Counter			
Volume: Text	The text is spelt correctly The text is descriptive of what the setting changes.			Blackbox
Volume: Slider	The slider is visible The slider can slide from 0.0 to 100.0			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	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			Blackbox

	the setting changes.			
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

The text is descriptive of what the setting changes. | | | Blackbox |
| 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	Enables push to talk for the in-game voice chat			Blackbox

Applied to the Game	Push to talk is a feature that allows users to only have their microphone on while pressing a keyboard key			
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 The text is descriptive of what the setting changes.			Blackbox
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			Blackbox

	the setting changes.			
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 The arrows are clickable and changes the option			Blackbox
If the Invert Vertical Look Arrows are Clicked	The arrows remain visible			Blackbox
Invert Vertical Look: Options	The following options are available: Enable Disable The options are spelt correctly			Blackbox
If the Invert Horizontal Look Menu Item is Hovered	The following UI elements remain visible: Text Arrows Selected Option Text			Blackbox
Invert Horizontal Look: Text	The text is spelt correctly			Blackbox

	The text is descriptive of what the setting changes.			
Invert Horizontal Look: Arrows	The arrows are visible The arrows are clickable and changes the option			Blackbox
If the Invert Horizontal Look Arrows are Pressed	The arrows remain visible			Blackbox
Invert Horizontal Look: Options	The following options are available: Enable Disable The options are spelt correctly			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	The in-game vertical look directions are normal			Blackbox

Applied to the Game				
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