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

	T		
	The text fits into		
	the context of the		
	input field's		
	purpose		
If Text is Typed	The typed text is		Blackbox
within the Input	visible		
Field on the Sign-in			
Screen			
If Typed Text is	The typed text		Blackbox
Highlighted within	remains visible		
the Input Field on			
the Sign-in Screen			
Sign-in:	The text is spelt		Blackbox
Checkbox:	correctly		
Text			
	The text fits into		
	the context of the		
	checkbox's		
	purpose		
Sign-in:	The tick is visible		Blackbox
Checkbox:			
Ticked	The checkbox can		
	be unticked with		
	one click		
Sign-in:	The checkbox can		Blackbox
Checkbox:	be ticked with one		
Unticked	click		
Sign-in:	The text is spelt		Blackbox
Button:	correctly		
Text			
	The text fits into		
	the context of the		
	button's purpose		
If the Button is	The button and		Blackbox
Hovered within the	button text remain		
Sign-in Screen	visible		
If the Button is	The button and		Blackbox
Pressed within the	button text remain		
Sign-in Screen	visible		DII-I-
Sign-in Screen:	The text is spelt		Blackbox
Pre-signed in	correctly		
Username:	The text:		
Error Message:	The text is		
Text	informative of the		
Cignod in 5	sign in scenario		Dlackbay
Signed-in >	Display the		Blackbox
Connecting to Server Screen	following UI:		
Server Screen	Connecting Tout		
	Connecting – Text Connecting - Icon		
Connecting to	The text is spelt		Blackbox
Server Screen:	correctly		DIACKDOX
Text	Correctly		
ICAL	The text fits into		
	the context of the		
	screen's purpose		
	Jereen a harhose		

Γ	T	T	Г	
Connecting to	The icon is visible			Whitebox
Server Screen:				
Icon	The icon rotates			
Connecting to	The text is spelt			Blackbox
Server > Server Full	correctly			
Panel:				
Text	The text is			
	informative of the			
	sign-in scenario			
Server Full Panel:	The text is spelt			Blackbox
Try Again Button:	correctly			
Text				
	The text is			
	informative of the			
	button's purpose			
If the Try Again	The button and			Blackbox
Button is Hovered	button text remain			
within the Server	visible			
Full Panel				
If the Try Again	The button and			Blackbox
Button is Pressed	button text remain			
within the Server	visible			
Full Panel				
	Application	on Start / Load - UI Fur	nctionality	
			,	
Sign-in Screen:	The input field			Blackbox
Checkbox:	remembers the			
Ticked	username next			
1101100	login			
Sign-in Screen:	The input field will			Blackbox
Checkbox:	be empty next			
Unticked	login and display			
	the placeholder			
	text			
Sign-in Screen:	Grey out Button			Blackbox
No Username				
Entered,				
Button Clicked				
If the Username	Display an error			Blackbox
Entered into the	message			2.301.007
Input Field is	message			
Already Signed into				
the Game when				
the Sign-in Button				
is Clicked				
If the Username	Sign the player into			Blackbox
Entered into the	the game			Didensor
Input Field is Not	are Burne			
Signed into the	Hide the sign-in			
Game when the	screen			
Sign-in Button is	3616611			
Clicked	Display the			
CIICKEU	connecting to			
	=			
	server screen			

F -	T -	
If an Empty Space	Connect player to	Blackbox
is Found in the	server	
Server		
	Hide the	
	connecting to	
	server screen	
	Show the main	
	menu panel with	
	the main UI	
	elements panel	
If no Empty Space	Show the server	Blackbox
is found in the	full panel	
Server	Tan paner	
If the Try Again	Hide server full	Blackbox
Button is Clicked	panel	Diackbox
within the Server	parier	
Full Panel	Try connecting to	
i uli rallel	Try connecting to the game servers	
	_	
	again	
	Mai	n – Supported Input Types
	iviai	1 – Supported input Types
Keyboard + Mouse	Supported	Blackbox
Controller	Not Supported	Blackbox
Controller	110t Supported	Bluckbox
	M	ain Menu (Buttons) – UI
		um Mena (Sactoris)
Servers Button:	The servers text is	Blackbox
Text	spelt correctly	
Text	Spelt correctly	
	The text fits into	
	the context of the	
	button's purpose	
If the Servers	The button and	Blackbox
Button is Hovered		DIACKDUX
button is novered	button text remain	
If the Commer-	visible	Disables.
If the Servers	The button and	Blackbox
Button is Pressed	button text remain	
Haat D	visible	
Host Button:	The host text is	Blackbox
Text	spelt correctly	
	The state of Co. 1	
	The text fits into	
	the context of the	
.6.1	button's purpose	
If the Host Button	The text remains	Blackbox
is Hovered	visible	
If the Host Button	The text remains	Blackbox
is Pressed	visible	
Play Button:	The play text is	Blackbox
Text	spelt correctly	
	The text fits into	
	the context of the	
	button's purpose	
	·	

If the Play Putton is	The button and	Blackbox
If the Play Button is Hovered	button text remain	Біаскрох
novereu	visible	
If the Dlay Dutton is	The button and	Blackbox
If the Play Button is Pressed	button text remain	Біаскоох
riesseu	visible	
Diama		Dia alda a co
Play >	Displays the	Blackbox
Matchmaking	following UI:	
Panel		
	Matchmaking –	
	Text	
	Matchmaking –	
	Loading icon	
Play >	The text is spelt	Blackbox
Matchmaking:	correctly	
Text		
	The text fits into	
	the context of the	
	matchmaking	
	panel	
Play >	The icon is visible	Whitebox
Matchmaking:		
Icon	The icon rotates	
Options Button:	The options text is	Blackbox
Text	spelt correctly	
	The text fits into	
	the context of the	
	button's purpose	
If the Options	The button text	Blackbox
Button is Hovered	remains visible	
If the Options	The button text	Blackbox
Button is Pressed	remains visible	
Logout Button:	The logout text is	Blackbox
Text	spelt correctly	Bidekbek
TEXT	Speri correctly	
	The text fits into	
	the context of the	
	button's purpose	
If the Logout	The button text	Blackbox
Button is Hovered	remains visible	Didendox
If the Logout	The button text	Blackbox
Button is Pressed	remains visible	DIACKDUX
		Blackbox
Quit Button:	The quit text is	BIACKDOX
Text	spelt correctly	
	The tout fits inte	
	The text fits into	
	the context of the	
If it is a second	button's purpose	5
If the Quit Button	The button text	Blackbox
is Hovered	remains visible	
If the Quit Button	The button text	Blackbox
is Pressed	remains visible	
Quit > Quit Game	Displays the	Blackbox
Panel	following UI:	

	l o 11 T :	<u> </u>		
	Quit – Text			
	Quit – Cancel			
	Button			
	Quit – Continue			
	Button			
Quit Game Panel:	The text is spelt			Blackbox
Text	correctly			
	The text fits into			
	the context of the			
	panel's purpose			
Quit Game Panel:	The text is spelt			Blackbox
Cancel Button:	correctly			
Text				
	The text fits into			
	the context of the			
16.11 6 1	button's purpose			DI II
If the Cancel	The button and			Blackbox
Button is Hovered	button text remain			
within the Quit	visible			
Game Panel	The houteness !			Dia alda - : :
If the Cancel	The button and			Blackbox
Button is Pressed	button text remain			
within the Quit	visible			
Game Panel	The book is so all			Diaglikay
Quit Game Panel:	The text is spelt			Blackbox
Continue Button:	correctly			
Text	The text fits into			
	the context of the			
	button's purpose			
If the Continue	The button and			Blackbox
Button is Hovered	button text remain			DIUCKDOA
within the Quit	visible			
Game Panel	VISIDIC			
If the Continue	The button and			Blackbox
Button is Pressed	button text remain			DIUCKDOA
within the Quit	visible			
Game Panel	13.5.0			
Came raner		<u> </u>		
	Main Me	enu (Buttons) - UI Fund	ctionality	
If the Servers	Hide the main			Blackbox
Button is Clicked	menu			
	Show the servers			
	panel			
If the Host Button	Hide the main			Blackbox
is Clicked	menu			
	Show the host			
	panel			
If the Play Button is	Show the			Blackbox
Clicked	matchmaking			
	loading screen			
<del></del>	<del></del>			<u>-</u>

	Finds a match for			
	the player			
	Load player into			
	room			
	Hide matchmaking			
	screen			
	Hide main menu			
	Chay room nand			
If the Options	Show room panel Hide the main			Blackbox
Button is Clicked	menu			DIACKDOX
Button is clicked	Interiu			
	Show the options			
	panel			
If the Logout	Log the player out			Blackbox
Button is Clicked	of the game			DIUCKDOX
Baccomis chekea	or the game			
	Hide the main			
	menu			
	Show the login			
	panel			
If the Quit Button	Show the quit			Blackbox
is Clicked	game panel			
If the Cancel	Hide quit game			Blackbox
Button is Clicked	panel			
within the Quit				
Game Panel				
If the Continue	Exit the application			Blackbox
Button is Clicked				
within the Quit				
Game Panel				
	N/	lain – GUI Elements –		
	ıv	iaiii – GOI Lieilieilis –	OI .	
Profile	The button text is			Blackbox
Information:	visible			-
Button:				
Text	The button text			
	accurately displays			
	the player's			
	username			
If the Profile	The button text			Blackbox
Information Button	remains visible			
is Hovered				
If the Profile	The button text			Blackbox
Information Button	remains visible			
is Pressed				
Profile Information	Displays profile			Blackbox
> Profile	information along			
Information Panel	with an exit button			Disable
Profile Information	The button icon is			Blackbox
Panel:	visible			

Fulls Dusterna	<u> </u>		
Exit Button:			
Icon	The bushess in a		Dia alda a co
If the Exit Button is Hovered within the	The button icon remains visible		Blackbox
Profile Information	Temains visible		
Panel			
If the Exit Button is	The button icon		Blackbox
Pressed within the	remains visible		DIACKDOX
Profile Information	Temams visible		
Panel			
Add Friend Button:	The icon is visible		Blackbox
Icon	THE RESTRICT VISIBLE		Біаскьох
If the Add Friend	The icon remains		Blackbox
Button is Hovered	visible		
If the Add Friend	The icon remains		Blackbox
Button is Pressed	visible		
Coin Button:	The button icon is		Blackbox
Icon	visible		
If the Add Friend	The button icon		Blackbox
Button is Hovered	remains visible		
If the Coin Button	The button icon		Blackbox
is Pressed	remains visible		
Settings Button:	The button icon is		Blackbox
Icon	visible		
If the Settings	The button icon		Blackbox
Button is Hovered	remains visible		
If the Settings	The button icon		Blackbox
Button is Pressed	remains visible		
	Main – C	I Elements – UI Functionality	
If the Profile	Show Profile		Blackbox
Information Button	Information Panel		
is Clicked			
If the Exit Button is	Hide Profile		Blackbox
Clicked within the	Information Panel		
Profile Information			
Panel			
If the Coin Button	Hide main menu		Blackbox
is Clicked			
	Show coin store		<u> </u>
If the Add Friend	Show the add		Blackbox
Button is Clicked	friend panel		DI II
If the Settings	Hide the main		Blackbox
Button is Clicked	menu		
	Chautha agti		
	Show the options		
	panel		
	Mair	Dropdown Elements – UI	
Loadout:	The text is spelt	T	Blackbox
Label	correctly		
	i e	1	i
	The text fits into		

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

	T	T	
	Engineer		
	All the above UI is		
	visible		
	All of the above		
	menu items fit into		
	the dropdown		
	menu		
	All the above UI		
	text is spelt		
	correctly		
If a Loadout	The icon and text		Blackbox
Dropdown Menu	remain visible		
Item is Hovered If a Loadout	The icon and text		Blackbox
Dropdown Menu	remain visible		DIACKDOX
Item is Pressed	. Citiani Visible		
Server Region	The server region		Blackbox
Container:	container text		
Text	matches the server		
	region dropdown		
	menu selected		
Sorver Pegion	item text		Blackbox
Server Region Container:	The server region container arrow is		DIACKDOX
Arrow	visible		
If the Server	The server region		Blackbox
Region Container is	container remains		
Hovered	visible as well as		
	the following		
	server region container UI		
	elements:		
	Text		
	Arrow		
If the Server	The server region		Blackbox
Region Container is Pressed	container remains visible as well as		
r162260	the following		
	server region		
	container UI		
	elements:		
	Text		
	Arrow		
If the Server	The server region		Blackbox
Region Dropdown	dropdown menu		
Menu is Scrolled	scrolls at an		
with a Mouse	acceptable pace		
Wheel			
Server Region	The server region		Blackbox
Dropdown Menu: Items	dropdown menu		
1101113	1	l	

	T	1	1	
	contains the			
	following items:			
	FIL ANACTEDDANA			
	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			
	7			
	All the above UI is			
	visible			
	All of the above			
	menu items fit into			
	the dropdown			
	menu			
	All the above UI			
	text is spelt			
	correctly			
If a Server Region	The text remains			Blackbox
Dropdown Menu	visible			
Item is Hovered				
If a Server Region	The text remains			Blackbox
Dropdown Menu	visible			
Item is Pressed	Diamlayetha			Disables
Server Changed > Loading Screen	Display the following UI:			Blackbox
Loading Screen	Tollowing OI:			
	Loading – Text			
	Loading - Icon			
Loading Screen:	The text is spelt			Blackbox
Text	correctly			Diacidor
. 5	202001			
	The text fits into			
	the context of the			
	screen's purpose			
Loading Screen:	The icon is visible			Whitebox
Icon				
	The icon rotates			
	Main – Drop	odown Elements – UI I	Functionality	
If the Loadout	Show loadout			Blackbox
Container is	dropdown menu			DIACKNOX
Clicked	ar opaowii iileilu			
CHCKCU	]	l	<u> </u>	<u> </u>

	1		
If the Loadout	Hide loadout		Blackbox
Dropdown Menu is	dropdown menu		
Open and Another			
UI Element is			
Clicked			
If the Loadout	Hide loadout		Blackbox
Dropdown Menu	dropdown menu		
Selected Item is			
Clicked			
If the Assault Menu	Set loadout		Blackbox
Item is Unselected			
and Clicked	Update loadout		
	container icon and		
	text		
	The assault		
	loadout is now the		
	set in-game		
	loadout		
	loadout		
	The assault		
	loadout consists of		
	the following		
	weapons:		
	Weapons.		
	Rifle		
	Pistol		
	Grenade Launcher		
	Knife		
If the Recon Menu	Set loadout		Blackbox
Item is Unselected			
and Clicked	Update loadout		
	container icon and		
	text		
	The recon loadout		
	is now the set in-		
	game loadout		
	game readers		
	The recon loadout		
	consists of the		
	following weapons:		
	Sniper		
	Pistol		
	Grenade		
	Knife		
If the Support	Set loadout		Blackbox
Menu Item is			
Unselected and	Update loadout		
Clicked	container icon and		
	text		
	The support		
	loadout is now the		
L		<u> </u>	

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

If the NIA LIC	C-t-NA UCth-		Dia alah ass
If the NA – US	Sets NA – US as the		Blackbox
Menu Item is	Server Region		
Unselected and			
Clicked	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the NA		
	– US		
If the AS –	Sets AS –		Blackbox
SINGAPORE Menu	SINGAPORE as the		
Item is Unselected	Server Region		
and Clicked	Server Region		
	Hide main menu		
	That man mena		
	Show loading		
	screen		
	Screen		
	Hide loading		
	screen		
	Scieen		
	Show main menu		
	Show main menu		
	Can navy play with		
	Can now play with		
	players on the AS –		
ICIL AC LABAM	SINGAPORE		DI II
If the AS – JAPAN	Sets AS – JAPAN as		Blackbox
Menu Item is	the Server Region		
Unselected and			
Clicked	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the AS –		
	JAPAN		
If the AU –	Sets AU –		Blackbox
MELBOURNE Menu	MELBOURNE as		
Item is Unselected	the Server Region		
and Clicked			
	Hide main menu		

	1		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the AU		
	– MELBOURNE		
If the NA – USW	Sets NA – USW as		Blackbox
Menu Item is			DIACKDOX
Unselected and	the Server Region		
	Hide masin masuu		
Clicked	Hide main menu		
	Show loading		
	screen		
	Hide loading		
	screen		
	Show main menu		
	Can now play with		
	players on the NA		
	– USW		
If the SA – SAO	Sets SA – SAO		Blackbox
PAULO Menu Item	PAULO as the		
is Unselected and	Server Region		
Clicked			
	Hide main menu		
	Show loading		
	screen		
	301 0011		
	Hide loading		
	screen		
	Screen		
	Show main menu		
	Show main menu		
	Can now play with		
	players on the SA –		
	SAO PAULO		
If the NA –	Sets NA – CANADA		Blackbox
CANADA Menu	as the Server		DIACKDUX
Item is Unselected			
	Region		
and Clicked	Hido main marr		
	Hide main menu		
	Chau laadina		
	Show loading		
	screen		
	Hide loading		
	screen		

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

If the RU – EAST Menu Items to the Server Region Unselected and Clicked Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the RU – EAST FARICA Menu Item FARICA M				 
Unselected and Clicked  Show loading screen  Hide loading screen  Show main menu  Can now play with players on the RU – EAST  EAST  Set ZA – SOUTH  AFRICA Menu Item is Unselected and Clicked  Hide main menu  Show loading screen  Hide loading screen  Hide loading screen  Show main menu  Can now play with players on the ZA – SOUTH AFRICA as the server Region Clicked  Hide main menu  Can now play with players on the ZA – SOUTH AFRICA  Main – Meters – UI  Friends Online: Counter is visible  Coin: Coin icon is visible  Coin: Coin icon is visible  Coin: Coin counter is visible  Counter visible  Players Online: The players online text is visible  The players online text is visible  The players online text is spelt correctly  The text fits into the counter's purpose  Players Online: Players online  text is pelt correctly  The text fits into the counter's purpose  Players Online: Players online counter counter is visible  Players Online: Players online text is spelt correctly  The players online text is spelt correctly  The players online counter is visible  Players online: Players online counter is visible  Players online: Players online counter is visible  Blackbox  Blackbox	If the RU – EAST	Sets RU – EAST as		Blackbox
Unselected and Clicked Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the RU – EAST SET A – SOUTH AFRICA Menu Item is Unselected and Clicked Hide main menu Show loading screen Hide loading screen Show main menu Can now play with players on the ZA – SOUTH AFRICA as the Server Region Clicked Hide main menu Can now play with players on the ZA – SOUTH AFRICA SUITH AFRICA SOUTH AFRICA	Menu Item is	the Server Region		
Show loading screen  Hide loading screen  Show main menu  Can now play with players on the RU – EAST  Sets ZA – SOUTH AFRICA Menu Item is Unselected and Clicked  Hide main menu  Show loading screen  Show main menu  Can now play with players on the ZA – SOUTH AFRICA as the is Unselected and Clicked  Hide loading screen  Show main menu  Can now play with players on the ZA – SOUTH AFRICA   Main – Meters – UI  Friends Online: Counter is visible  Coin: Coin icon is visible  Coin: Coin counter is visible  Coin: The players online text is visible  Players Online: The players online text is visible  Text  The players online text is spelt correctly  The players online text is spelt correctly  The text fits into the counter's purpose  Players Online: Players online  text is pelt correctly  The text fits into the counter's purpose  Players Online: Players online  Counter  Counter  Players online: Players online  text is visible  Players Online: Players online  Counter is visible  Players Online: Players online  Counter is visible  Blackbox  Blackbox	Unselected and			
Hide loading screen	Clicked	Hide main menu		
Hide loading screen				
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Coin:				Blackbox
Icon				
Coin: Counter  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  Players Online: Players online Counter  Rooms Created:  Toin counter is visible  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox		Coin icon is visible		Blackbox
Counter visible  Players Online: The players online text is visible  The players online text is spelt correctly  The text fits into the counter's purpose  Players Online: Counter  Rooms Created: The rooms created  The players online Blackbox  Blackbox				
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Correctly  The text fits into the context of the counter's purpose  Players Online: Players online Counter is visible  Rooms Created: The rooms created Blackbox				
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Counter     counter is visible       Rooms Created:     The rooms created       Blackbox	Playors Online:			Plackboy
Rooms Created: The rooms created Blackbox				DIACKNOX
				DI II
lext text is visible				RIACKDOX
	lext	text is visible		

	The rooms created			
	text is spelt			
	correctly			
	correctly			
	The text fits into			
	the context of the			
	counter's purpose			
Rooms Created:	Rooms created			Blackbox
Counter	counter is visible			
Players Playing:	The players playing			Blackbox
Text	text is visible			
	The players playing			
	text is spelt			
	correctly			
	The text fits into			
	the context of the			
	counter's purpose			
Players Playing:	Players playing			Blackbox
Counter	counter is visible			
Players in Lobby:	The players in			Blackbox
Text	lobby text is visible			
	The players in			
	lobby text is spelt			
	correctly			
	The text fits into			
	the context of the			
	counter's purpose			
Players in Lobby:	Players in lobby			Blackbox
Counter	counter is visible			Biddisox
Ping:	The ping text is			Blackbox
Text	visible			Brackbox
	The ping text is			
	spelt correctly			
	The text fits into			
	the context of the			
	counter's purpose			
Ping:	Ping counter is			Blackbox
Counter	visible			
Ping:	Ping bars are			Blackbox
Bars	visible			
		DA-1 11/ 5		
	Main	– Meters – UI Function	onality	
Friend's Online:	Displays the			Blackbox
	Displays the			DIdCKDOX
Counter	current number of friends online if the			
	friends list scroll			
	view items are not			
	hidden			
i	Illiadell		1	1

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

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

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

within the Friends List				
	F	Friends – Add Panel - U	JI	
Add Friend:	The icon is visible			Blackbox
Button:				
Icon	The incomment			Dia alah asa
If the Add Friend Button is Hovered	The icon remains visible			Blackbox
If the Add Friend	The icon remains			Blackbox
Button is Pressed	visible			Blackbox
Add Friend Panel:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	informative of the			
Add Friend Panel:	panel's purpose The text is visible			Blackbox
Exit Button:	THE LEXT IS VISIBLE			DIACKDUX
Text				
If the Exit Button is	The button and			Blackbox
Hovered within the	button text remain			
Add Friend Panel	visible			
If the Exit Button is	The button and			Blackbox
Pressed within the	button text remain			
Add Friend Panel	visible			DI II
If the Input Field is Hovered within the	The input field text remains visible			Blackbox
Add Friend Panel	Terriairis visible			
If the Input Field is	The input field text			Blackbox
Pressed within the	remains visible			
Add Friend Panel				
Add Friend Panel:	The placeholder			Blackbox
Input Field:	text is visible			
Placeholder Text	The placeholder			
	The placeholder text is informative			
	of the input field's			
	purpose			
If Text is Typed	The typed text is			Blackbox
within the Input	visible			
Field in the Add				
Friend Panel	The Asset 1			Disable
Add Friend Panel: Add Button:	The text is spelt correctly			Blackbox
Text	Correctly			
TORE	The text is			
	informative of the			
	button's purpose			
If the Add Button is	The button and			Blackbox
Hovered within the	button text remain			
Add Friend Panel	visible			81 11
If the Add Button is Pressed within the	The button and			Blackbox
Add Friend Panel	button text remain visible			
Aud Friend Faller	VISIDIC	l	1	

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

	T =	T	1
If the Servers Scroll	Disable scrolling		Blackbox
View is Empty	capability		
	Show the no active		
	rooms text		
No Active Rooms:	The no active		Blackbox
Text	rooms text is spelt		
	correctly		
	The text is		
	informative of the		
	panel's scenario		
If the Servers Scroll	Scroll view items		Blackbox
View is Scrolled	are contained		
	within the scroll		
	view and do not		
	overlap other UI		
	elements		
If the Servers Scroll	Scrolls at an		Blackbox
View is Scrolled	acceptable pace		
with a Mouse			
Wheel			
Server Name:	The server name		Blackbox
Text	text is spelt		Blackbox
TCXL	correctly		
	Correctly		
	The server name		
	text is descriptive of the menu item		
N.A. NI	text below		DI II
Map Name:	The map name text		Blackbox
Text	is spelt correctly		
	The map name text		
	is descriptive of		
	the menu item text		
	below		
Players Counter:	The players		Blackbox
Text	counter text is		
	spelt correctly		
	The players		
	counter text is		
	descriptive of the		
	menu item text		
	below		
Game Mode:	The game mode		Blackbox
Text	text is spelt		
	correctly		
	,		
	The game mode		
	text is descriptive		
	of the menu item		
	text below		
Goal:	The goal text is		Blackbox
	spelt correctly		DIACKDUX
Text		1	1

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	The goal tout is			
	The goal text is descriptive of the			
	menu item text			
	below			
Max Ping:	The max ping text			Blackbox
Text	is spelt correctly			
	The map ping text is descriptive of			
	the menu item text			
	below			
Join State:	The join state text			Blackbox
Text	is spelt correctly			
	The join state text			
	is descriptive of			
	the menu item text			
	below			
			10.	
	Serv	er Panel – UI Functio	onality	
If the Home Button	Hide servers panel			Blackbox
is Clicked				
16.1	Show main menu			51 11
If the Host Button	Hide servers panel			Blackbox
If the Host Button is Clicked	Hide servers panel			Blackbox
	+			Blackbox
	Hide servers panel Show host panel	Panel – Scroll View	Item - UI	Blackbox
is Clicked	Hide servers panel Show host panel Server	Panel – Scroll View	item - UI	
is Clicked  If the Lobby is	Show host panel  Server  Show a lock icon	Panel – Scroll View	Item - UI	Blackbox
is Clicked	Show host panel  Server  Show a lock icon on the left side of	Panel – Scroll View	ltem - UI	
is Clicked  If the Lobby is	Show host panel  Server  Show a lock icon	Panel – Scroll View	item - UI	
is Clicked  If the Lobby is	Show host panel  Server  Show a lock icon on the left side of the scroll view item	Panel – Scroll View	Item - UI	
If the Lobby is Private	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible	Panel – Scroll View	item - UI	Blackbox
If the Lobby is Private  Server Name:	Show host panel  Server  Show a lock icon on the left side of the scroll view item	Panel – Scroll View	Item - UI	
If the Lobby is Private  Server Name: Text	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	ltem - UI	Blackbox
If the Lobby is Private  Server Name: Text Map Name:	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible	Panel – Scroll View	item - UI	Blackbox
If the Lobby is Private  Server Name: Text	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	ltem - UI	Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode:	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	Item - UI	Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text	Show host panel  Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible  The text is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal:	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal: Text	Show host panel  Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible  The text is visible  The text is visible	Panel – Scroll View	Item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal:	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible  The text is visible  The text is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal: Text Max Ping: Text Join Button:	Show host panel  Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal: Text Max Ping: Text	Show host panel  Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal: Text Max Ping: Text Join Button:	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal: Text Max Ping: Text Join Button:	Show host panel  Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	Item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox
If the Lobby is Private  Server Name: Text Map Name: Text Player Counter: Text Game Mode: Text Goal: Text Max Ping: Text Join Button:	Show host panel  Server  Show a lock icon on the left side of the scroll view item  The icon is visible  The text is visible	Panel – Scroll View	item - UI	Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox

If the Line of the	The boar	Г	DI- II
If the Join Button is	The button and		Blackbox
Hovered	button text remain		
	visible		
	The button and		Blackbox
Pressed	button text remain		
	visible		
Join Button >	The text is spelt		Blackbox
Password Panel:	correctly		
Text			
	The text is		
	informative of the		
	panel's purpose		
If the Input Field	The text remains		Blackbox
within the	visible		
Password Panel is			
Hovered			
If the Input Field	The text remains		Blackbox
	visible		
Password Panel is			
Pressed			
Password Panel:	The placeholder		Blackbox
Input Field:	text is visible		
Placeholder Text			
	The placeholder		
	text is descriptive		
	of the Input Field's		
	purpose		
If Text is Typed	The typed text is		Blackbox
within the Input	visible		
Field in the			
Password Panel			
Password Panel:	The text is spelt		Blackbox
Enter Button:	correctly		
Text			
	The text is		
	informative of the		
	button's purpose		
If the Enter Button	The button and		Blackbox
is Hovered within	button text remain		
the Password	visible		
Panel			
If the Enter Button	The button and		Blackbox
is Pressed within	button text remain		
	visible		
Panel			
	The text is spelt		Blackbox
Invalid Password:	correctly		
Text			
	The invalid		
	password text is		
	informative of the		
	scenario		
Password Panel:			DI II
. 200014 1 4/10/1	The text is spelt		Blackbox
Cancel Button:	The text is spelt correctly		Віаскрох

	Ι			
	The text is			
	informative of the			
	button's purpose			
If the Cancel	The button and			Blackbox
Button is Hovered	button text remain			
within the	visible			
Password Panel				
If the Cancel	The button and			Blackbox
Button is Pressed	button text remain			
within the	visible			
Password Panel	V13151C			
If the Room is Full	Hide join button			Blackbox
ii tile Room is i uii	That join batton			DIACKDOX
	Show Johby full			
	Show lobby full			
	text			
Lobby Full:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	informative of the			
	room's scenario			
	Server Panel -	- Scroll View Item – U	Functionality	
				T
Server Name:	The text displays			Blackbox
Text	the accurate name			
	of the server			
Map Name:	The text displays			Blackbox
Text	the accurate name			
	of the server's map			
Player Counter:	The text displays			Blackbox
Text	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:			
	Tollowing.			
	Dlavers in			
	Players in			
	Room/Max			
	Number of Players			81 11
Game Mode:	The text displays			Blackbox
Text	the accurate			
	acronym for the			
	room's game mode			
Goal:	The text displays			Blackbox
Text	the accurate			
	room's game mode			
	goal			
Max Ping:	The text displays			Blackbox
Text	the accurate max			
	ping allowed			
	within the room			
				1

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

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	The text fits into			
	the context of the			
	button's purpose			
If the Servers	The servers text			Blackbox
Button is Hovered	remains visible			51 11
If the Servers	The servers text			Blackbox
Button is Pressed	remains visible			
Host:	The text is spelt			Blackbox
Button:	correctly			
Text	Th - 4 - 4 - 5 - 4 - 5 - 4 - 5			
	The text fits into			
	the context of the button's purpose			
If the Host Button	The host text			Blackbox
is Hovered	remains visible			DIACKDOX
If the Host Button	The host text			Blackbox
				DIACKDOX
is Pressed Revert:	remains visible The text is spelt			Blackbox
Button:	correctly			DIACKDOX
Text	Correctly			
TEAL	The text fits into			
	the context of the			
	button's purpose			
If the Revert	The button and			Blackbox
Button is Hovered	button text remain			Bidenbox
	visible			
If the Revert	The button and			Blackbox
Button is Pressed	button text remain			
	visible			
Apply:	The text is spelt			Blackbox
Button:	correctly			
Text				
	The text fits into			
	the context of the			
	button's purpose			
If the Apply Button	The button and			Blackbox
is Hovered	button text remain			
	visible			
If the Apply Button	The button and			Blackbox
is Pressed	button text remain			
	visible			
	Options	Panel – Main – UI Fun	ctionality	
If the Harris D. H.	Decet the said		T T	Die alde
If the Home Button	Reset the options			Blackbox
is Clicked	to the saved			
	options			
	Hide options panel			
	Thue options panel			
	Show main menu			
If the Servers	Reset the options			Blackbox
Button is Clicked	to the saved			Didenson
Dattori is clicked	options			
	56			
	Hide options panel			
l .	species pariet	1	1	1

	4			1
	Show servers panel			
If the Host Button	Reset the options			Blackbox
is Clicked	to the saved			
13 CHERCU	options			
	Орионз			
	Hide options panel			
	That options panel			
	Show host panel			
If the Revert is	Resets the options			Blackbox
Clicked	to the saved			Bidensex
Chekeu	options			
If the Apply is	Saves the currently			Blackbox
Clicked	applied options			Bidekbox
C.II C.II C.II	applica options			
	Options	Panel – General Opti	ons – UI	
General Options:	The text is spelt			Blackbox
Label	correctly			
	The text fits into			
	the context of the			
	panel's purpose			
If the Show	The following UI			Blackbox
Framerate Menu	elements remain			
Item is Hovered	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Show Framerate:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
CI F	changes.			DI II
Show Framerate:	The arrows are			Blackbox
Arrows	visible			
	The array:			
	The arrows are			
	clickable and			
If the Show	changes the option The arrows remain			Blackbox
If the Show				ыаскоох
Framerate Arrows are Hovered	visible			
If the Show	The arrows remain			Blackbox
Framerate Arrows	visible			DIACKNOX
are Pressed	VISIDIC			
Show Framerate:	The following			Blackbox
Options	options are			DIGCKDUX
Ομιιστίς	available:			
	avaliable.			
	Enable			
	Disable			
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The options are spelt correctly  If the Refresh Rate Menu Item is Howered  Text Arrows Selected Option Text  Refresh Rate: The text is spelt correctly  The text is descriptive of what the setting changes. The arrows are visible  If the Refresh Rate: The arrows are visible  If the Refresh Rate Arrows are Howered  If the Refresh Rate Arrows are Pressed Refresh Rate: The arrows remain visible  The arrows remain visible  The arrows remain Arrows are Pressed Rate: Options  If the Refresh Rate Arrows are reason options are available:  30 60 120 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon The text is spelt correctly  The text is descriptive of what the spelt correctly  The text is descriptive of what the spelt correctly  The text is descriptive of what the spelt correctly  The text is descriptive of what the spelt correctly  The text is descriptive of what the spelt correctly  Text  The text is descriptive of what the spelt correctly  Text  The text is descriptive of what the spelt correctly  Text  The text is descriptive of what the spelt correctly  Text  The text is descriptive of what the spelt correctly  Text  The text is descriptive of what the spelt correctly  Text  The care Arrows are Blackbox  Bl		1	<u> </u>	
spelt correctly If the Refresh Rate Menu Item is Hovered  Selected Option Text Arrows Selected Option Text  Refresh Rate: The text is spelt correctly The text is spelt correctly The text is descriptive of what the setting changes.  Refresh Rate: The arrows are clickable and Arrows are Hovered  If the Refresh Rate Arrows are Hovered  If the Refresh Rate Options  The arrows remain visible  The arrows remain visible  The arrows remain visible  If the Refresh Rate Arrows are Projections  If the Refresh Rate: Options  The following options are available:  If the Weapon Projection Menu Item is Hovered  Weapon Projection: Text  The text is spelt Correctly  Blackbox  Blackbox				
If the Refresh Rate Arrows are clickable and changes the option are available:    If the Refresh Rate Arrows are logon are available:   Arrows are Pressed Rate: Arrows are Projection Menu Item is Hovered   The following U elements remain visible:   If the Weapon Projection: Text   The text is spelt correctly   Projection: Text   The text is descriptive of what the setting changes   Blackbox		-		
Menu Item is Hovered elements remain visible:  Text Arrows Selected Option Text  Refresh Rate: The text is spelt correctly  The text is descriptive of what the setting changes.  Refresh Rate: The arrows are clickable and changes the option changes the option visible  The arrows are Hovered If the Refresh Rate Arrows are Pressed Arrows are Pressed Projections are available:  30 60 120 1444 200 260 Unlimited  If the Weapon Projection Menu Item is Hovered Intention of the text is spelt correctly  Weapon The text is spelt correctly  Weapon The text is spelt correctly  Blackbox Place Arrows Arrow	16:1 - 6 1 - :			
Hovered visible:  Text Arrows Selected Option Text  Refresh Rate: The text is spelt correctly  The text is descriptive of what the setting changes.  Refresh Rate: Arrows are clickable and changes the option Hovered Hovered Hovered Projection Menu Item is Hovered  If the Weapon Projection: Text  Weapon Projection: Text  Tex				Blackbox
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Arrows Selected Option Text  Refresh Rate: The text is spelt correctly  The text is spelt correctly  The text is spelt descriptive of what the setting changes.  Refresh Rate: Arrows  The arrows are clickable and changes the option dif the Refresh Rate Arrows are Hovered  If the Refresh Rate Arrows are Pressed Refresh Rate: Options  The arrows remain visible  The arrows remain visible  The arrows remain visible  The following options are available:  30 60 120 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon The text is spelt correctly  Text Slider Counter  Weapon The text is spelt Projection: Text The text is spelt The text is	Hovered	visible:		
Arrows Selected Option Text  Refresh Rate: The text is spelt correctly  The text is descriptive of what the setting changes.  Refresh Rate: Arrows  The arrows are clickable and changes the option dif the Refresh Rate Arrows are Hovered Hovered Fithe Refresh Rate Options  The arrows remain visible  The arrows remain visible  The arrows remain visible  The arrows remain visible  The following options are available:  30 60 120 144 200 260 Unlimited  If the Weapon The potions are spelt correctly  If the Weapon The following Un elements remain visible:  Text Slider Counter  Weapon The text is spelt Projection: Text The text is The text is Fithe Refresh Blackbox		Tout		
Refresh Rate: The text is descriptive of what the setting changes.  Refresh Rate: The arrows are clickable and changes the option of the Refresh Rate Arrows are Hovered If the Refresh Rate Arrows are visible If the Refresh Rate Arrows are option of the Refresh Rate Arrows are Hovered If the Refresh Rate Arrows are ressed Arrows are Pressed Arrows are Pr				
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The text is descriptive of what the setting changes.  Refresh Rate: Arrows  The arrows are visible  The arrows are clickable and changes the option  If the Refresh Rate Arrows are visible  The arrows remain visible  The arrows remain Visible  The arrows remain Visible  Blackbox  Refresh Rate: Arrows are Pressed  Refresh Rate: Options  The following options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon Projection: Text  Weapon Projection: Text The text is spelt correctly The text is  Blackbox				БІАСКООХ
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The arrows are clickable and changes the option  If the Refresh Rate Arrows are Hovered  If the Refresh Rate Arrows are Pressed  Refresh Rate: Options  The following options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon  Weapon Projection: Text  The arrows are done of the potion of the pot				BIACKDOX
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Changes the option   Changes the option				
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Arrows are Hovered  If the Refresh Rate Arrows are Pressed visible  Refresh Rate: Options  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon Projection: Text Slider Counter  Weapon Projection: Text The text is  The arrows remain visible  Blackbox	If the Refresh Rate			Blackhov
Hovered  If the Refresh Rate Arrows are Pressed  Refresh Rate: Options  The following options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon Projection: Text Slider Counter  Weapon Projection: Text The text is The text is  Blackbox				DIACKDOX
If the Refresh Rate Arrows are Pressed Refresh Rate: Options  The following options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon Projection: Text Slider Counter  Weapon Projection: Text The text is  Blackbox		VISIDIC		
Arrows are Pressed visible  Refresh Rate: Options  The following options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Weapon Projection: Text Slider Counter  Weapon Projection: Text The text is  The text is		The arrows remain		Blackhoy
Refresh Rate: Options  The following options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon The text is spelt correctly  Blackbox				Bidenbox
Options options are available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon The text is spelt Text The text is  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox				Blackhox
available:  30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon The text is spelt correctly  Weapon The text is spelt correctly  Text Text Slider Counter  Weapon The text is spelt correctly  Text The text is		-		Biddhadh
30 60 120 144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu elements remain visible:  Text Slider Counter  Weapon The text is spelt Projection: Text The text is	o ptions			
GO   120   144   200   260   Unlimited		avanable.		
GO   120   144   200   260   Unlimited		30		
120				
144 200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon The text is spelt Torrectly  Text Text The text is				
200 260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon Projection: Text Trext The text is spelt correctly  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Blackbox  Trext  Slider  Counter  The text is spelt correctly  The text is spelt correctly  The text is				
260 Unlimited  The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon The text is spelt correctly  Text Slider Counter  The text is spelt Correctly  The text is spelt Correctly  The text is				
The options are spelt correctly  If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon Projection: Text is spelt correctly  The text is Slider Correctly  Text The text is		260		
spelt correctly  If the Weapon		Unlimited		
spelt correctly  If the Weapon				
spelt correctly  If the Weapon		The options are		
If the Weapon Projection Menu Item is Hovered  Text Slider Counter  Weapon Projection: Text The text is The text is				
Projection Menu Item is Hovered visible:  Text Slider Counter  Weapon The text is spelt correctly  Text Text The text is	If the Weapon			 Blackbox
Text Slider Counter  Weapon The text is spelt Projection: correctly Text The text is				
Slider Counter  Weapon The text is spelt Projection: correctly Text The text is	_	visible:		
Slider Counter  Weapon The text is spelt Projection: correctly Text The text is				
Counter  Weapon The text is spelt Blackbox  Projection: correctly  Text The text is				
Weapon The text is spelt correctly Text The text is		Slider		
Projection: correctly Text The text is		Counter		
Text The text is		The text is spelt	$\Box$	Blackbox
The text is		correctly		
	Text			
descriptive of what				
accompane or more		descriptive of what		

			T	
	the setting			
	changes.			
Weapon	The slider is visible			Blackbox
Projection:				
Slider	The slider can slide			
	from 30.0 to 85.0			
Weapon	The counter			Blackbox
Projection:	updates to			
Slider:	numerically			
Counter	represent the			
	slider's value in the			
	format XX.X			
	Options Panel	– General Options – L	II Functionality	
If the Show	Toggles the			Blackbox
Framerate Left	options back			
Arrow is Clicked	sequentially			
If the Show	Toggles the			Blackbox
Framerate Right	options forward			
Arrow is Clicked	sequentially			
If Enable is	Shows the			Blackbox
Selected from the	framerate in the			
Show Framerate	upper-right corner			
Setting and	while in-game			
Applied to the	_			
Game				
If Disable is	Hides the			Blackbox
Selected from the	framerate in the			
Show Framerate	upper-right corner			
Setting and	while in-game			
Applied to the				
Game				
If the Refresh Rate	Toggles the			Blackbox
Left Arrow is	options back			
Clicked	sequentially			
If the Refresh Rate	Toggles the			Blackbox
Right Arrow is	options forward			
Clicked	sequentially			
If 30 is Selected	Locks the game's			Blackbox
from the Refresh	framerate to 30			
Rate Setting and				
Applied to the				
Game				
If 60 is Selected	Locks the game's			Blackbox
from the Refresh	framerate to 60			
Rate Setting and				
Applied to the				
Game				
If 120 is Selected	Locks the game's			Blackbox
from the Refresh	framerate to 120			
Rate Setting and				
Applied to the				
Game				
If 144 is Selected	Locks the game's			Blackbox
from the Refresh	framerate to 144			
			ı	1

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

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

If the Automatic	Th - f-11	T	Disable
If the Anisotropic	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Anisotropic:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Anisotropic:	The arrows are		Blackbox
Arrows	visible		Blackbox
Allows	VISIDIC		
	The arrows are		
	clickable and		
ICIL A	changes the option		
If the Anisotropic	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Anisotropic	The arrows remain		Blackbox
Arrows are Pressed	visible		
Anisotropic:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Force Enable		
	Disable		
	The options are		
	spelt correctly		
If the Motion Blur	The following UI		Blackbox
Menu Item is	elements remain		Diackbox
Hovered	visible:		
Hovereu	VISIDIC.		
	Text		
	Arrows		
	Selected Option		
Madia a Di	Text		D
Motion Blur:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Motion Blur:	The arrows are		Blackbox
Arrows	visible		
		·	ı

		T T	
	The arrows are		
	clickable and		
	changes the option		
If the Motion Blur	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Motion Blur	The arrows remain		Blackbox
Arrows are Pressed	visible		
Motion Blur:	The following		Blackbox
Options	options are		
	available:		
	Frankla		
	Enable Disable		
	Disable		
	The entions are		
	The options are spelt correctly		
If the Bloom Menu	The following UI		Blackbox
Item is Hovered	elements remain		DIGCKDOX
item is novered	visible:		
	VISIDIC.		
	Text		
	Arrows		
	Selected Option		
	Text		
Bloom:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Bloom:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Bloom	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Bloom	The arrows remain		Blackbox
Arrows are Pressed	visible		
Bloom:	The following		Blackbox
Options	options are		
	available:		
	Facilia		
	Enable		
	Disable		
	The autions are		
	The options are		
If the SCAO Marin	spelt correctly		Dlackha
If the SSAO Menu Item is Hovered	The following UI elements remain		Blackbox
item is novered	visible:		
	visible.		

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	Text		
	Arrows		
	Selected Option		
	Text		
SSAO:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
SSAO:	The arrows are		Blackbox
Arrows	visible		DIACKDOX
AITOWS	VISIDIE		
	Th		
	The arrows are		
	clickable and		
	changes the option		
If the SSAO Arrows	The arrows remain		Blackbox
are Hovered	visible		
If the SSAO Arrows	The arrows remain		Blackbox
are Pressed	visible		 
SSAO:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	2.00.0.0		
	The options are		
	spelt correctly		
If the Chromatic	The following UI		Blackbox
Aberration Menu	elements remain		DIACKDOX
Item is Hovered	visible:		
item is movered	VISIDIE.		
	T		
	Text		
	Arrows		
	Selected Option		
	Text		
Chromatic	The text is spelt		Blackbox
Aberration:	correctly		
Text			
	The text is		
	descriptive of what		
	the setting		
	changes.		 
Chromatic	The arrows are		 Blackbox
Aberration:	visible		
Arrows			
	The arrows are		
	clickable and		
	changes the option		
If the Chromatic	The arrows remain		Blackbox
Aberration Arrows	visible		DIGCROOM
are Hovered	VISIDIC		
are novered	1	l	

16.1 61	1			
If the Chromatic	The arrows remain			Blackbox
Aberration Arrows	visible			
are Pressed				
Chromatic	The following			Blackbox
Aberration:	options are			
Options	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	Options Panel	– Graphics Options – L	II Functionality	
	- <b>P</b>			
If the Quality Left	Toggles the			Blackbox
Arrow is Clicked	options back			
	sequentially			
If the Quality Right	Toggles the			Blackbox
Arrow is Clicked	options forward			Didenson
, arow is chekeu	sequentially			
If Fastest is	Set the graphical			Blackbox
Selected from the				DIACKDOX
	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to very low			
Game				
If Fast is Selected	Set the graphical			Blackbox
from the Quality	quality of the in-			
Setting and	game textures and			
Applied to the	models to low			
Game				
If Simple is	Set the graphical			Blackbox
Selected from the	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to medium			
Game				
If Good is Selected	Set the graphical			Blackbox
from the Quality	quality of the in-			
Setting and	game textures and			
Applied to the	models to high			
Game				
If Beautiful is	Set the graphical			Blackbox
Selected from the	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to very			
Game	high			
If Fantastic is	Set the graphical			Blackbox
Selected from the	quality of the in-			SIGCROOK
Quality Setting and	game textures and			
	models to ultra			
Applied to the	mouels to uitid			
Game	Tabalas Al			Dia alda a c
If the Antialiasing	Toggles the			Blackbox
Left Arrow is	options back			
Clicked	sequentially			

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If the Antialiasing	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		
If X2 is Selected	Sets the multi-		Blackbox
from the	sampling		
Antialiasing Setting	antialiasing to 2X		
and Applied to the			
Game	2x antialiasing		
	takes two samples		
	from the rendered		
	frame to improve		
	edge quality and		
	remove jaggies		
If X4 is Selected	Sets the multi-		Blackbox
from the	sampling		
Antialiasing Setting	antialiasing to 4X.		
and Applied to the	a		
Game	4x antialiasing		
Junic	takes four samples		
	from the rendered		
	frame to improve		
	edge quality and		
If X8 is Selected	remove jaggies Sets the multi-		Blackbox
			BIACKDOX
from the	sampling		
Antialiasing Setting	antialiasing to 8X.		
and Applied to the	0		
Game	8x antialiasing		
	takes eight		
	samples from the		
	rendered frame to		
	improve edge		
	quality and remove		
	jaggies		
If Disable is	Disables multi-		Blackbox
Selected from the	sampling		
Antialiasing Setting	antialiasing		
and Applied to the			
Game			
If the Anisotropic	Toggles the		Blackbox
Left Arrow is	options back		
Clicked	sequentially		
If the Anisotropic	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		 
If Enable is	Enables anisotropic		 Blackbox
Selected from the	filtering		
Anisotropic Setting			
and Applied to the	Anisotropic		
Game	filtering sharpens		
	quality of textures		
	on surfaces that		
	are far away or on		
	odd viewing angles		
	from the camera		
1		1	

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If Force Enable is	Forces anisotropic	Blackbox
Selected from the	filtering to always	
Anisotropic Setting	be on	
and Applied to the		
Game		 
If Disable is	Disables	Blackbox
Selected from the	anisotropic	
Anisotropic Setting	filtering	
and Applied to the		
Game		
If the Motion Blur	Toggles the	Blackbox
Left Arrow is	options back	
Clicked	sequentially	
If the Motion Blur	Toggles the	Blackbox
Right Arrow is	options forward	1
Clicked	sequentially	
If Enable is	Turns motion blur	Blackbox
Selected from the	on for the in-game	Didendox
Motion Blur	cameras	
Setting and	Carrieras	
Applied to the		
Game		
If Disable is	Turns motion blur	Blackbox
Selected from the		BIACKDUX
	off for the in-game	
Motion Blur	cameras	
Setting and		
Applied to the		
Game	Table 11	51.11
If the Bloom Left	Toggles the	Blackbox
Arrow is Clicked	options back	
16.1 51	sequentially	
If the Bloom Right	Toggles the	Blackbox
Arrow is Clicked	options forward	
	sequentially	
If Enable is	Enables bloom	Whitebox
Selected from the	while firing	
Bloom Setting and		
Applied to the	Bloom is a weapon	
Game	mechanic in which	
	when a gun is	
	fired, bloom will	
	cause the weapon	
	reticle to grow,	
	increasing the	
	possible hit points	 
If Disable is	Disables bloom	Whitebox
Selected from the	effect	
Bloom Setting and		
Applied to the		
Game		
If the SSAO Left	Toggles the	Blackbox
Arrow is Clicked	options back	
	sequentially	
If the SSAO Right	Toggles the	Blackbox
Arrow is Clicked	options forward	2.deliden
is choice	sequentially	
	Jequentially	

F		 	
If Enable is	Enables screen		Whitebox
Selected from the	space ambient		
SSAO Setting and	occlusion (SSAO)		
Applied to the	for the in-game		
Game	cameras		
	SSAO measures the		
	extent that		
	surrounding light		
	sources are		
	obscured upon 3d		
	model surfaces in		
	real time		
If Disable is	Disables Screen		Whitebox
Selected from the			vviiitebox
	space ambient		
SSAO Setting and	occlusion		
Applied to the			
Game	<b>T</b> 1 ···		DI II
If the Chromatic	Toggles the		Blackbox
Aberration Left	options back		
Arrow is Clicked	sequentially		
If the Chromatic	Toggles the		Blackbox
Aberration Right	options forward		
Arrow is Clicked	sequentially		
If Enable is	Enables chromatic		Blackbox
Selected from the	aberration for all of		
Chromatic	the in-game		
Aberration Setting	cameras		
and Applied to the			
Game	Chromatic		
	aberration is an		
	effect used by		
	developers to		
	make video games		
	feel more photo		
	realistic. The		
	developers do this		
	in video games by		
	creating an effect		
	that colour shifts		
	the edges of some		
	_		
	objects, depending		
	on the brightness		
	of the object in		
	question,		
	chromatic		
	aberration can be		
	found in one lens		
	cameras in real life		
If Disable is	Disables chromatic		Blackbox
Selected from the	aberration for in-		
Chromatic	game cameras		
Aberration Setting			
and Applied to the			
Game			

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

	The slider can slide		
Malinara	from 0.0 to 100.0		Dia alda a c
Volume:	The counter		Blackbox
Slider:	updates to		
Counter	numerically		
	represent the		
	slider's value in the		
	format XX.X%		
If the Music	The following UI		Blackbox
Volume Menu Item	elements remain		
is Hovered	visible:		
	Text		
	Slider		
	Slider Counter		
Music Volume:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	_		
Music Volume:	changes. The slider is visible		Blackbox
Slider	The shaer is visible		DIdCKDOX
Silder			
	The slider can slide		
	from 0.0 to 100.0		
Music Volume:	The counter		Blackbox
Slider:	updates to		
Counter	numerically		
	represent the		
	slider's value in the		
	format XX.X%		
If the Voice Chat	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
Voice Chat:	The text is spelt		Blackbox
Text	correctly		PIGCKDOX
ICAL	Correctly		
	The text :		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Voice Chat:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Voice Chat	The arrows remain		Blackbox
Arrows are Pressed	visible		
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Voice Chat:	The following			Blackbox
Options	options are			
	available:			
	Enable			
	Disable			
	D 15d D 1C			
	The options are			
	· · · · · · · · · · · · · · · · · · ·			
If the Push to Talk	spelt correctly			Blackbox
	The following UI			Віаскрох
Menu Item is	elements remain			
Hovered	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Push to Talk:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Push to Talk:	The arrows are			Blackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Push to Talk	The arrows remain			Blackbox
Arrows are Pressed	visible			
Push to Talk:	The following			Blackbox
Options	options are			Вискоох
Орионз	available:			
	available.			
	Enable			
	Disable			
	Disable			
	The sections are			
	The options are			
	spelt correctly			
	Ontions Pane	l – Audio Options – UI	Functionality	
	Options rane	. Audio Options Of	· anctionancy	
If the Audio Left	Toggles the			Blackbox
Arrow is Clicked	options back			DIGCKNOX
ALLOW IS CITCKED				
If the Audie Diebt	sequentially			Plackboy
If the Audio Right	Toggles the			Blackbox
Arrow is Clicked	options forward			
	sequentially			
If Enable is	Enable all game			Blackbox
Selected from the	audio			
Audio Setting and				

Applied to the			
Applied to the			
Game	D: 11 "		DI II
If Disable is	Disable all game		Blackbox
Selected from the	audio		
Audio Setting and			
Applied to the			
Game			
If the Volume	Update the slider		Blackbox
Slider Value is	counter		
Changed			
If the New Volume	Update the volume		Blackbox
Slider Value is	of all game audio		
Applied	accordingly		
If the Music	Update the slider		Blackbox
Volume Slider	counter		
Value is Changed			
If the New Music	Update the game's		Blackbox
Volume Slider	music volume		
Value is Applied	accordingly		
If the Voice Chat	Toggles the		Blackbox
Left Arrow is	options back		DIGCROOM
Clicked	sequentially		
If the Voice Chat	Toggles the		Blackbox
			BIACKDOX
Right Arrow is	options forward		
Clicked	sequentially		DI II
If Enable is	Turn on the in-		Blackbox
Selected from the	game voice chat		
Voice Chat Setting			
and Applied to the			
Game			
If Disable is	Turn off the in-		Blackbox
Selected from the	game voice chat		
Voice Chat Setting			
and Applied to the			
Game			
If the Push to Talk	Toggles the		Blackbox
Left Arrow is	options back		
Clicked	sequentially		
If the Push to Talk	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		
If Enable is	Enables push to	 	Blackbox
Selected from the	talk for the in-		
Push to Talk	game voice chat		
Setting and	-		
Applied to the	Push to talk is a		
Game	feature that allows		
	users to only have		
	their microphone		
	on while pressing a		
	keyboard key		
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	Slider			
	Slider Counter			
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	changes.		
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Look:	visible		
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	The arrows are		
	clickable and		
	changes the option		
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	the setting		
	changes.		
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Applied to the Game  If the Invert Inverts the in-game Horizontal Look directions  Clicked  If the Invert The in-game Horizontal Look directions  Clicked  If the Invert The in-game Horizontal Look, Right-Arrow is directions are	Invert Vertical Look	directions are			
Game  If the Invert Inverts the in-game Horizontal Look horizontal look directions  Clicked  If the Invert The in-game Horizontal Look, Right-Arrow is directions are	Setting and	normal			
If the Invert Horizontal Look Left-Arrow is Clicked  If the Invert Horizontal Look, Right-Arrow is  Inverts the in-game horizontal look directions  Blackbox  Blackbox  Blackbox  Blackbox					
Horizontal Look Left-Arrow is Clicked  If the Invert Horizontal Look, Right-Arrow is  horizontal look directions  Blackbox  Blackbox  Horizontal Look, directions are	Game				
Left-Arrow is directions  Clicked  If the Invert The in-game Horizontal Look, Right-Arrow is directions are  Blackbox	If the Invert	Inverts the in-game			Blackbox
Clicked  If the Invert Horizontal Look, Right-Arrow is  The in-game horizontal look directions are  Blackbox  Blackbox	Horizontal Look	horizontal look			
If the Invert The in-game Blackbox Horizontal Look, horizontal look Right-Arrow is directions are	Left-Arrow is	directions			
Horizontal Look, horizontal look Right-Arrow is directions are	Clicked				
Horizontal Look, horizontal look Right-Arrow is directions are	If the Invert	The in-game			Blackbox
Right-Arrow is directions are	Horizontal Look,	_			
		directions are			
	_				

	Pause Menu – Settings – Main - UI			
Resume: Button: Text	The text is spelt correctly		Blackbox	
	The text fits into			
	the context of the			
	button's purpose			
If the Resume	The resume text		Blackbox	
Button is Hovered	remains visible		Brackbox	
If the Resume	The resume text		Blackbox	
Button is Pressed	remains visible		Blackbox	
Scoreboard:	The text is spelt		Blackbox	
Button:	correctly		Brackbox	
Text				
Text	The text fits into			
	the context of the			
	button's purpose			
If the Scoreboard	The scoreboard		Blackbox	
Button is Hovered	text remains visible		Biackbox	
If the Scoreboard	The scoreboard		Blackbox	
Button is Pressed	text remains visible		Blackbox	
Revert:	The text is spelt		Blackbox	
Button:	correctly		Blackbox	
Text	Correctly			
Text	The text fits into			
	the context of the			
	button's purpose			
If the Revert	The button and		Blackbox	
Button is Hovered	button text remain		Blackbox	
Button is novered	visible			
If the Revert	The button and		Blackbox	
Button is Pressed	button text remain		Blackbox	
button is Fresseu	visible			
Apply:	The text is spelt		Blackbox	
Button:	correctly		Blackbox	
Text	Correctly			
Text	The text fits into			
	the context of the			
	button's purpose			
If the Apply Button	The button and		Blackbox	
is Hovered	button text remain		Biackbox	
13 Hovered	visible			
If the Apply Button	The button and		Blackbox	
is Pressed	button text remain		Blackbox	
13 1 1 E33EU	visible			
	VISIDIC			
	Pause Menu	– Settings – Main – UI F	unctionality	
If the Resume	Reset the options		Blackbox	
Button is Clicked	to the saved			
	options			
	Hide the pause			
	menu			

				1
If the Scoreboard	Reset the options			Blackbox
Button is Clicked	to the saved			
	options			
	Hide the settings			
	panel			
	Show the			
	scoreboard panel			
If the Revert is	Resets the options			Blackbox
Clicked	to the saved			
Choked	options			
If the Apply is	Saves the currently			Blackbox
Clicked	applied options			Diackbox
Circked	applied options			
	Pause Menu	ı – Settings – General	Options – UI	
General Options:	The text is spelt			Blackbox
Label	correctly			
Laber	Correctly			
	The text fits into			
	the context of the			
If the Show	panel's purpose			Blackbox
	The following UI			віаскрох
Framerate Menu	elements remain			
Item is Hovered	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Show Framerate:	The text is spelt			Blackbox
Text	correctly			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Show Framerate:	The arrows are			Blackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Show	The arrows remain			Blackbox
Framerate Arrows	visible			
are Hovered				
If the Show	The arrows remain			Blackbox
Framerate Arrows	visible			BidCROOX
are Pressed	VISIOIC			
Show Framerate:	The following			Blackbox
				DIACKNOX
Options	options are			
	available:			
	Finalela			
	Enable			
	Disable			<u> </u>

	The options are		
	spelt correctly		
If the Refresh Rate	The following UI		Blackbox
Menu Item is	elements remain		Didensox
Hovered	visible:		
11010100	Visione.		
	Text		
	Arrows		
	Selected Option		
	Text		
Refresh Rate:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Refresh Rate:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		
If the Refresh Rate	The arrows remain		Blackbox
Arrows are	visible		
Hovered			
If the Refresh Rate	The arrows remain		Blackbox
Arrows are Pressed	visible		Dia alda av
Refresh Rate:	The following		Blackbox
Options	options are available:		
	avaliable.		
	30		
	60		
	120		
	144		
	200		
	260		
	Unlimited		
	The options are		
	spelt correctly		
If the Weapon	The following UI		Blackbox
Projection Menu	elements remain		
Item is Hovered	visible:		
	Text		
	Slider		
	Counter		
Weapon	The text is spelt		Blackbox
Projection:	correctly		
Text	The Act of		
	The text is		
	descriptive of what		<u> </u>

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

	1			
	container UI			
	elements:			
	Icon			
	Text			
	Arrow			
If the Player Class	The player class			Blackbox
Dropdown Menu is	dropdown menu			
Scrolled with a	scrolls at an			
Mouse Wheel	acceptable pace			
Player Class	The player class			Blackbox
Dropdown Menu:	dropdown menu			
Items	contains the			
	following items			
	with the			
	appropriate icons:			
	Assault			
	Recon			
	Support			
	Engineer			
	All the above UI is			
	visible			
	All of the above			
	menu items fit into			
	the dropdown			
	menu			
	All the above UI			
	text is spelt			
.6 -1 -01	correctly			
If a Player Class	The icon and text			Blackbox
Dropdown Menu	remain visible			
Item is Hovered	The least and test			Dia alda av
If a Player Class	The icon and text remain visible			Blackbox
Dropdown Menu Item is Pressed	remain visible			
item is Fresseu				
	Pause Menu – Sett	ings – General Option	s – UI Functionality	
If the Chau	Toggles +ho			Plackboy
If the Show	Toggles the			Blackbox
Framerate Left	options back			
Arrow is Clicked  If the Show	sequentially			Disabbay
	Toggles the			Blackbox
Framerate Right	options forward			
Arrow is Clicked	sequentially			Disabbay
If Enable is	Shows the			Blackbox
Selected from the	framerate in the			
Show Framerate	upper-right corner			
Setting and	while in-game			
Applied to the				
Game If Disable is	Hides the			Blackbox
Selected from the	framerate in the			DIGCKDUX
Selected HOIII tile	mannerate in the			l

Cl. F.		T T	
Show Framerate	upper-right corner		
Setting and	while in-game		
Applied to the			
Game	<del>-</del>		
If the Refresh Rate	Toggles the		Blackbox
Left Arrow is	options back		
Clicked	sequentially		
If the Refresh Rate	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		
If 30 is Selected	Locks the game's		Blackbox
from the Refresh	framerate to 30		
Rate Setting and			
Applied to the			
Game			
If 60 is Selected	Locks the game's		Blackbox
from the Refresh	framerate to 60		
Rate Setting and			
Applied to the			
Game			
If 120 is Selected	Locks the game's		Blackbox
from the Refresh	framerate to 120		
Rate Setting and			
Applied to the			
Game			
If 144 is Selected	Locks the game's		Blackbox
from the Refresh	framerate to 144		
Rate Setting and			
Applied to the			
Game			
If 200 is Selected	Locks the game's		Blackbox
from the Refresh	framerate to 200		
Rate Setting and			
Applied to the			
Game			
If 260 is Selected	Locks the game's		Blackbox
from the Refresh	framerate to 260		
Rate Setting and			
Applied to the			
Game			
If Unlimited is	Unlocks the game's		Blackbox
Selected from the	framerate		
Refresh Rate			
Setting and			
Applied to the			
Game			
If the Weapon	Update the		Blackbox
Projection Slider	weapon projection		
Value is Changed	slider counter		
If the New Weapon	Changes the		Blackbox
Projection Slider	perspective at		
Value is Applied	which the players		
	weapon is viewed		
If the Player Class	Show player class		Blackbox
Container is	dropdown menu		
Clicked	opao		
CHUNCU	<u> </u>		

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

		1	
	the following		
	weapons:		
	Sniper		
	Pistol		
	Grenade		
	Knife		
If the Support	Set player class		Blackbox
Menu Item is			
Unselected and	Update player		
Clicked	class container		
	icon and text		
	The player's class		
	will now be		
	changed to the		
	support player's		
	class from the		
	next game		
	onward		
	The support		
	player class		
	consists of the		
	following		
	weapons:		
	Rifle		
	Pistol		
	Molotov		
	Knife		
If the Engineer	Set player class		Blackbox
Menu Item is			
Unselected and	Update player		
Clicked	class container		
	icon and text		
	The player's class		
	will now be		
	changed to the		
	engineer player's		
	class from the		
	next game		
	onward		
	Jiiwaiu		
	The engineer		
	player class is		
	now the set in-		
	game player class		
	Shotaun		
	Shotgun		

	T	Г	T	Г
	Pistol			
	Molotov			
	Knife			
	Pause Menu	ı – Settings – Graphics	Options - UI	
Graphics Options:	The text is spelt			Blackbox
Label	correctly			
	<del>-</del>			
	The text fits into the context of the			
	panel's purpose			
If the Quality Menu	The following UI			Blackbox
Item is Hovered	elements remain			
	visible:			
	Text			
	Arrows			
	Selected Option Text			
Quality:	The text is spelt			Blackbox
Text	correctly			
	·			
	The text is			
	descriptive of what			
	the setting			
Quality:	changes. The arrows are			Blackbox
Arrows	visible			Ыаскрох
	The arrows are			
	clickable and			
If the Coupling	changes the option			Disables
If the Quality Arrows are	The arrows remain visible			Blackbox
Hovered	VISIBIC			
If the Quality	The arrows remain			Blackbox
Arrows are Pressed	visible			
Quality:	The following			Blackbox
Options	options are			
	available:			
	Fastest			
	Fast			
	Simple			
	Good			
	Beautiful			
	Fantastic			
	The options are			
	spelt correctly			
If the Antialiasing	The following UI			Blackbox
Menu Item is	elements remain			
Hovered	visible:			

	T	Г	
	Text		
	Arrows		
	Selected Option		
	Text		
Antialiasing:	The text is spelt		Blackbox
Text	correctly		
	,		
	The text is		
	descriptive of what		
	the setting		
	_		
A	changes.		DI II
Antialiasing:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	clickable and		
	changes the option		 
If the Antialiasing	The arrows remain		 Blackbox
Arrows are	visible		
Hovered			
If the Antialiasing	The arrows remain		Blackbox
Arrows are Pressed	visible		21001007
Antialiasing:	The following		Blackbox
	_		DIACKUUX
Options	options are		
	available:		
	X2		
	X4		
	X8		
	Disable		
	The options are		
	spelt correctly		
If the Anisotropic	The following UI		Blackbox
Menu Item is	elements remain		=:30110011
Hovered	visible:		
Hovereu	VISIDIC.		
	Toyt		
	Text		
	Arrows		
	Selected Option		
	Text		
Anisotropic:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Anisotropic:	The arrows are		Blackbox
Arrows	visible		DIGCROOK
AITOWS	VISIDIC		
	The errors see		
	The arrows are		
	clickable and		
	changes the option		

If the Anit:	The employees		District
If the Anisotropic	The arrows remain		Blackbox
Arrows are	visible		
Hovered	_, .		
If the Anisotropic	The arrows remain		Blackbox
Arrows are Pressed	visible		
Anisotropic:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Force Enable		
	Disable		
	_,		
	The options are		
	spelt correctly		
If the Motion Blur	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	T+		
	Text		
	Arrows		
	Selected Option		
	Text		
Motion Blur:	The text is spelt		Blackbox
Text	correctly		
	Th - 4 4 : -		
	The text is		
	descriptive of what		
	the setting		
14 · · · DI	changes.		
Motion Blur:	The arrows are		Blackbox
Arrows	visible		
	The arrows are		
	The arrows are clickable and		
If the Metion Dlur	changes the option		Dlackboy
If the Motion Blur Arrows are	The arrows remain visible		Blackbox
Hovered	VISIDIC		
If the Motion Blur	The arrows remain		Blackbox
Arrows are Pressed	visible		DIACKUUX
Motion Blur:	The following		Blackbox
Options	options are		DIACKDUX
Options	available:		
	avaliable.		
	   Enable		
	Disable		
	Disabic		
	The options are		
	spelt correctly		
If the Bloom Menu	The following UI		Blackbox
Item is Hovered	elements remain		Didensor
13	visible:		
	13.2.0.		
	Text		
	Arrows		
L	1	1	

	Calastad Ontion		
	Selected Option		
Disamo	Text		Dia alda av
Bloom:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
Bloom:	changes. The arrows are		Blackbox
Arrows	visible		БІАСКООХ
AITOWS	VISIDIE		
	The arrows are		
	clickable and		
	changes the option		
If the Bloom	The arrows remain		Blackbox
Arrows are	visible		Blackbox
Hovered	VISIBIC		
If the Bloom	The arrows remain		Blackbox
Arrows are Pressed	visible		Biacksox
Bloom:	The following		Blackbox
Options	options are		
-	available:		
	Enable		
	Disable		
	The options are		
	spelt correctly		
If the SSAO Menu	The following UI		Blackbox
Item is Hovered	elements remain		
	visible:		
	Text		
	Arrows		
	Selected Option		
	Text		
SSAO:	The text is spelt		Blackbox
Text	correctly		
	The text is		
	descriptive of what		
	the setting		
SSAO:	changes. The arrows are		Blackbox
SSAU: Arrows	visible		DIACKUUX
VII OM2	VISIDIC		
	The arrows are		
	clickable and		
	changes the option		
If the SSAO Arrows	The arrows remain		Blackbox
are Hovered	visible		Diackbox
If the SSAO Arrows	The arrows remain		Blackbox
are Pressed	visible		

		Т	T	,
SSAO:	The following			Blackbox
Options	options are			
	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
If the Chromatic	The following UI			Blackbox
Aberration Menu	elements remain			
Item is Hovered	visible:			
	Text			
	Arrows			
	Selected Option			
	Text			
Chromatic	The text is spelt			Blackbox
Aberration:	correctly			DIACKDOX
Text	Correctly			
TEXT	The text is			
	descriptive of what			
	the setting			
	_			
Charamatia	changes.			Disables
Chromatic	The arrows are			Blackbox
Aberration:	visible			
Arrows	Th			
	The arrows are			
	clickable and			
16.1 61	changes the option			DI II
If the Chromatic	The arrows remain			Blackbox
Aberration Arrows	visible			
are Hovered				
If the Chromatic	The arrows remain			Blackbox
Aberration Arrows	visible			
are Pressed				
Chromatic	The following			Blackbox
Aberration:	options are			
Options	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	Pause Menu – Setti	ings – Graphics Option	s – UI Functionality	
If the Quality Left	Toggles the			Blackbox
Arrow is Clicked	options back			
	sequentially			
If the Quality Right	Toggles the			Blackbox
Arrow is Clicked	options forward			21001007
, a row is clicked	sequentially			
If Fastest is	Set the graphical			Blackbox
Selected from the	quality of the in-			DIACKDOX
selected from the	quality of the m-			

0 11 0 11			1	
Quality Setting and	game textures and			
Applied to the	models to very low			
Game				
If Fast is Selected	Set the graphical			Blackbox
from the Quality	quality of the in-			
Setting and	game textures and			
Applied to the	models to low			
Game				
If Simple is	Set the graphical			Blackbox
Selected from the	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to medium			
Game				
If Good is Selected	Set the graphical			Blackbox
from the Quality	quality of the in-			
Setting and	game textures and			
Applied to the	models to high			
Game				
If Beautiful is	Set the graphical			Blackbox
Selected from the	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to very			
Game	high			
If Fantastic is	Set the graphical			Blackbox
Selected from the	quality of the in-			
Quality Setting and	game textures and			
Applied to the	models to ultra			
Game				
If the Antialiasing	Toggles the			Blackbox
Left Arrow is	options back			
Clicked	sequentially			
If the Antialiasing	Toggles the			Blackbox
Right Arrow is	options forward			
Clicked	sequentially			
If X2 is Selected	Sets the multi-			Blackbox
from the	sampling			
Antialiasing Setting	antialiasing to 2X			
and Applied to the				
Game	2x antialiasing			
	takes two samples			
	from the rendered			
	frame to improve			
	edge quality and			
	remove jaggies			
If X4 is Selected	Sets the multi-			Blackbox
from the	sampling			
Antialiasing Setting	antialiasing to 4X.			
and Applied to the				
Game	4x antialiasing			
	takes four samples			
	from the rendered			
	frame to improve			
	· ·	1		
	edge quality and		l	
	from the rendered frame to improve			

[			
If X8 is Selected	Sets the multi-		Blackbox
from the	sampling		
Antialiasing Setting	antialiasing to 8X.		
and Applied to the			
Game	8x antialiasing		
	takes eight		
	samples from the		
	rendered frame to		
	improve edge		
	quality and remove		
	jaggies		
If Disable is	Disables multi-		Blackbox
Selected from the	sampling		
Antialiasing Setting	antialiasing		
and Applied to the	0		
Game			
If the Anisotropic	Toggles the		Blackbox
Left Arrow is	options back		<del></del>
Clicked	sequentially		
If the Anisotropic	Toggles the		Blackbox
Right Arrow is	options forward		-100NOV
Clicked	sequentially		
If Enable is	Enables anisotropic		Blackbox
Selected from the	filtering		DIGCROOK
Anisotropic Setting			
and Applied to the	Anisotropic		
Game	filtering sharpens		
Jame	quality of textures		
	on surfaces that		
	are far away or on		
	odd viewing angles		
	from the camera		
If Force Enable is	Forces anisotropic		Blackbox
	•		DIACKUUX
Selected from the	filtering to always		
Anisotropic Setting	be on		
and Applied to the			
Game	Disables		Blackbox
If Disable is	Disables		PIGCKDOX
Selected from the	anisotropic		
Anisotropic Setting	filtering		
and Applied to the			
Game	T 1 11		DI II
If the Motion Blur	Toggles the		Blackbox
Left Arrow is	options back		
Clicked	sequentially		51 11
If the Motion Blur	Toggles the		Blackbox
Right Arrow is	options forward		
Clicked	sequentially		
If Enable is	Turns motion blur		Blackbox
Selected from the	on for the in-game		
Motion Blur	cameras		
Setting and			
Applied to the			
Game			

If Disable is	Turns motion blur		Dlaskbay
	Turns motion blur		Blackbox
Selected from the Motion Blur	off for the in-game		
	cameras		
Setting and Applied to the			
Game			
If the Bloom Left	Toggles the		Blackbox
Arrow is Clicked	options back		DIACKDOX
Allow is cheked	sequentially		
If the Bloom Right	Toggles the		Blackbox
Arrow is Clicked	options forward		Blackbox
7 II TOW IS CITCKED	sequentially		
If Enable is	Enables bloom		Whitebox
Selected from the	while firing		
Bloom Setting and			
Applied to the	Bloom is a weapon		
Game	mechanic in which		
	when a gun is		
	fired, bloom will		
	cause the weapon		
	reticle to grow,		
	increasing the		
	possible hit points		
If Disable is	Disables bloom		Whitebox
Selected from the	effect		
Bloom Setting and			
Applied to the			
Game			-1 11
If the SSAO Left	Toggles the		Blackbox
Arrow is Clicked	options back		
If the CCAO Dielet	sequentially		Dia alda av
If the SSAO Right Arrow is Clicked	Toggles the options forward		Blackbox
Arrow is clicked	sequentially		
If Enable is	Enables screen		Whitebox
Selected from the	space ambient		VVIIILEDOX
SSAO Setting and	occlusion (SSAO)		
Applied to the	for the in-game		
Game	cameras		
	SSAO measures the		
	extent that		
	surrounding light		
	sources are		
	obscured upon 3d		
	model surfaces in		
	real time		
If Disable is	Disables Screen		Whitebox
Selected from the	space ambient		
SSAO Setting and	occlusion		
Applied to the			
Game			51 11
If the Chromatic	Toggles the		Blackbox
Aberration Left	options back		
Arrow is Clicked	sequentially		

If it of it	1			S
If the Chromatic	Toggles the			Blackbox
Aberration Right	options forward			
Arrow is Clicked	sequentially			
If Enable is	Enables chromatic			Blackbox
Selected from the	aberration for all of			
Chromatic	the in-game			
Aberration Setting	cameras			
and Applied to the				
Game	Chromatic			
	aberration is an			
	effect used by			
	developers to			
	make video games			
	feel more photo			
	realistic. The			
	developers do this			
	in video games by			
	creating an effect			
	that colour shifts			
	the edges of some			
	objects, depending			
	on the brightness			
	of the object in			
	question,			
	chromatic			
	aberration can be			
	found in one lens			
	cameras in real life			
If Disable is	Disables chromatic			Blackbox
Selected from the	aberration for in-			
Chromatic	game cameras			
Aberration Setting				
and Applied to the				
Game				
	D 14	C-44! A	\	
	Pause Mer	nu – Settings – Audio C	ptions - Ui	
Audio Options:	The text is spelt			Blackbox
Label	correctly			Biddisox
Label	Correctly			
	The text fits into			
	the context of the			
	panel's purpose			
If the Audio Menu	The following UI			Blackbox
Item is Hovered	elements remain			DIGCROOM
item is novered	visible:			
	VISIDIC.			
	Text			
	Arrows			
	Selected Option			
	Text			
Audio:	The text is spelt			Blackbox
Text	correctly			
· CAC	331.23119			
	The text is			
	descriptive of what			

	the setting	
	changes.	
Audio:	The arrows are	Blackbox
Arrows	visible	Blackbox
	The arrows are	
	clickable and	
	changes the option	
If the Audio Arrows	The arrows remain	Blackbox
are Pressed	visible	
Audio:	The following	Blackbox
Options	options are	
·	available:	
	Enable	
	Disable	
	The options are	
	spelt correctly	
If the Volume	The following UI	Blackbox
Menu Item is	elements remain	
Hovered	visible:	
	Text	
	Slider	
	Slider Counter	
Volume:	The text is spelt	Blackbox
Text	correctly	
	-1	
	The text is	
	descriptive of what	
	the setting	
Volume:	changes. The slider is visible	Blackbox
Slider	The shaer is visible	Blackbox
Siluei	The slider can slide	
	from 0.0 to 100.0	
Volume:	The counter	Blackbox
Slider:	updates to	Diackbox
Counter	numerically	
55411661	represent the	
	slider's value in the	
	format XX.X%	
If the Music	The following UI	Blackbox
Volume Menu Item	elements remain	
is Hovered	visible:	
	Text	
	Slider	
	Slider Counter	
Music Volume:	The text is spelt	Blackbox
Text	correctly	
	The text is	
	descriptive of what	

	the setting		
	changes.		
Music Volume:	The slider is visible		Blackbox
Slider			
	The slider can slide		
	from 0.0 to 100.0		
Music Volume:	The counter		Blackbox
Slider:	updates to		
Counter	numerically		
	represent the		
	slider's value in the		
	format XX.X%		
If the Voice Chat	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Text		
	Arrows		
	Selected Option		
Vales Chat	Text		Dia alda - · ·
Voice Chat: Text	The text is spelt		Blackbox
rext	correctly		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Voice Chat:	The arrows are		Blackbox
Arrows	visible		DIUCKBOX
71110113	Visible		
	The arrows are		
	clickable and		
	changes the option		
If the Voice Chat	The arrows remain		Blackbox
Arrows are Pressed	visible		
Voice Chat:	The following		Blackbox
Options	options are		
	available:		
	Enable		
	Disable		
	The options are		
.6.1 = 1 = "	spelt correctly		
If the Push to Talk	The following UI		Blackbox
Menu Item is	elements remain		
Hovered	visible:		
	Toyt		
	Text		
	Arrows		
	Selected Option Text		
Push to Talk:	The text is spelt		Blackbox
Text	correctly		DIACKNOX
ICAL	Correctly		
-	,		

	T			
	The text is			
	descriptive of what			
	the setting			
	changes.			
Push to Talk:	The arrows are		В	llackbox
Arrows	visible			
	The arrows are			
	clickable and			
	changes the option			
If the Push to Talk	The arrows remain		В	lackbox
Arrows are Pressed	visible			
Push to Talk:	The following		В	lackbox
Options	options are			
	available:			
	Enable			
	Disable			
	The options are			
	spelt correctly			
	Spericeonrectiy			
	Pause Menu – Set	tings – Audio Options –	UI Functionality	
		ange radio options	· · · · · · · · · · · · · · · · · · ·	
If the Audio Left	Toggles the		В	lackbox
Arrow is Clicked	options back			
	sequentially			
If the Audio Right	Toggles the		B	lackbox
Arrow is Clicked	options forward			nack box
7110W IS CHEREU	sequentially			
If Enable is	Enable all game			lackbox
Selected from the	audio			IIICKDOX
Audio Setting and	audio			
Applied to the				
Game If Disable is	Disable all as			lla akhay
	Disable all game			lackbox
Selected from the	audio			
Audio Setting and				
Applied to the				
Game If the Volume	Lindate the cities			lla alchay:
	Update the slider			lackbox
Slider Value is	counter			
Changed				
If the New Volume	Update the volume		B	lackbox
Slider Value is	of all game audio			
Applied	accordingly			
If the Music	Update the slider		B	lackbox
Volume Slider	counter			
Value is Changed				
If the New Music	Update the game's		В	lackbox
Volume Slider	music volume			
Value is Applied	accordingly			

		<del></del>		T
If the Voice Chat	Toggles the			Blackbox
Left Arrow is	options back			
Clicked	sequentially			
If the Voice Chat	Toggles the			Blackbox
Right Arrow is	options forward			
Clicked	sequentially			
If Enable is	Turn on the in-			Blackbox
Selected from the	game voice chat			
Voice Chat Setting				
and Applied to the				
Game	- cc.i			DI II
If Disable is	Turn off the in-			Blackbox
Selected from the	game voice chat			
Voice Chat Setting				
and Applied to the				
Game If the Push to Talk	Toggles the			Blackbox
Left Arrow is	Toggles the			BIACKDOX
Clicked	options back			
If the Push to Talk	sequentially Toggles the			Blackbox
Right Arrow is	options forward			DIACKDOX
Clicked	sequentially			
If Enable is	Enables push to			Blackbox
Selected from the	talk for the in-			DIACKDOX
Push to Talk	game voice chat			
Setting and	game voice chat			
Applied to the	Push to talk is a			
Game	feature that allows			
Guine	users to only have			
	their microphone			
	on while pressing a			
	keyboard key			
If Disable is	Disables push to			Blackbox
Selected from the	talk for the in-			
Push to Talk	game voice chat			
Setting and				
Applied to the				
Game				
	Pause Men	u – Settings – Control (	Options - UI	
Control Options:	The text is spelt			Blackbox
Label	correctly			
	The text fits into			
	the context of the			
	panel's purpose			
If the Sensitivity	The following UI			Blackbox
Menu Item is	elements remain			
Hovered	visible:			
	Text			
	Slider			
	Slider Counter			
Sensitivity:	The text is spelt			Blackbox
Text	correctly			

	The book is		
	The text is		
	descriptive of what		
	the setting		
Concitivity	changes. The slider is visible		Blackbox
Sensitivity: Slider	The shaer is visible		DIACKUUX
Siluei	The slider can slide		
	from 0.1 to 10.0		
Sensitivity:	The counter		Blackbox
Slider:	updates to		BIACKDOX
Counter	numerically		
Counter	represent the		
	slider's value		
If the Aim Zoom	The following UI		Blackbox
Sensitivity Menu	elements remain		Біаскоох
Item is Hovered	visible:		
	Text		
	Slider		
	Slider Counter		
Aim Zoom	The text is spelt		Blackbox
Sensitivity:	correctly		
Text	,		
	The text is		
	descriptive of what		
	the setting		
	changes.		
Aim Zoom	The slider is visible		Blackbox
Sensitivity:			
Slider	The slider can slide		
	from 10.0 to 150.0		
Aim Zoom:	The counter		Blackbox
Sensitivity:	updates to		
Slider:	numerically		
Counter	represent the		
	slider's value		
If the Invert	The following UI		Blackbox
Vertical Look Menu	elements remain		
Item is Hovered	visible:		
	Tout		
	Text		
	Arrows		
	Selected Option		
Invert Vertical	Text The text is spelt		Blackbox
Look:	The text is spelt correctly		DIACKUUX
Text	Correctly		
ICXL	The text is		
	descriptive of what		
	the setting		
	changes.		
Invert Vertical	The arrows are		Blackbox
Look:	visible		DIGCROOM
Arrows	1.51510		
	<u>l</u>	1	

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

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