






No.	Description	Input	Expected Result	Actual Result	Pass/Fail	Remarks
1	Sound effect is being played from the start of clip of main menu	Audio	Correct audio played at menu	Sound effect is played only in game	Pass	Nil
2	 Upon clicking play button, It moves to play scene	Mouse	The play scene is displayed	Display screen moves to play scene	Pass	Can add loading screen to prevent lag
3	 Options button shows player instruction panel	Mouse	When options button clicks the instruction show	Instruction panel is show when clicked on, alongside the cross button	Pass	Front were black which was hard to see. Edit: changed to white Instruction panel could cover the entire screen
4	 Quit button is able to exit game application / window	Mouse	When player click Quit button the game screen will be closed	Game window closes without confirmation	pass	Could add a “confirm to quit” panel to prevent players accidentally quitting
5	 Pressing Escape key will pop out Pause menu, while stopping game play	Key	Pause panel shows	Pause screen is shown and everything is	pass	Nil
6	Clicking resume button will continue game scene and music + sound	Mouse	Click back the pause button will resume game as usual	Game continues to last seen	pass	Nil
7	Pause button will pause the background audio	key	Pause button temporary stops sound effects	Audio is paused as expected	pass	Nil
8	 Close on Instruction panel goes back to main menu	Mouse	Clicking close button shuts instruction panel and relay Main Menu	Closes instruction panel to Main Menu	pass	Nil

Game UI main menu:



UI Options :



UI Pause :

