9.09% 90.919

Test Run Schrodinger's pets

Total Test Cases	Failed	Passed	Blocked	Not tested	Reported to issue tracker
11	1, 9.09%	10, 90.91%	0, 0.0%	0, 0.0%	0.0%

Test
Cases

ID	Title	Category	Status	Comment	Link to Issue	
SCH-11	Test if score doesn't give too much points	Cases without suite	passed	The score gives normal amount of points and it recognizes when to give points.		
SCH-10	Test if bug with lines is fixed	Cases without suite	passed	All the buttons of the Main Menu are working and lead to certain sub-menus with more information.		
SCH-9	Test if the Menu works	Cases without suite	passed	Menu is working as intended and there are no incorrectly working buttons.		
SCH-8	Test if changing the field wall symbols to squares breaks anything	Cases without suite	passed	There playing field doesn't look weird and the cubes are where they should be.		
SCH-7	Test rotate button	Cases without suite	passed	Rotate button doesn't continue to rotate block after being held down.		
SCH-6	Test if blocks fall down automatically	Cases without suite	passed	Blocks fall down and there are no delays.		
SCH-5	Test if Game Over screen works	Cases without suite	passed	Game Over screen is working as intended.		
SCH-4	Test if lines are working	Cases without suite	failed	Lines delete all blocks which are above them and if we get two lines at once, the game crashes.		
SCH-3	Test if block collision works	Cases without suite	passed	The block stops moving after hitting a block or a wall.		
SCH-2	Test if score works	Cases without suite	passed	Points rewarded are a bit too much but score is working.		

Test Cases					
ID	ID Title		Status	Comment	Link to Issue
SCH-1	Test movement keys	Cases without suite	passed	All keys work and there are no bugs.	