



Total: 13

1

0

12

0

Test Run Schrodinger's pets					
Total Test Cases	Failed	Passed	Blocked	Not tested	Reported to issue tracker
13	1, 7.69%	12, 92.31%	0, 0.0%	0, 0.0%	0.0%

Test Cases					
ID	Title	Category	Status	Comment	Link to Issue
SCH-13	Test if questions function correctly	Cases without suite	passed	Questions are working correctly and they let the player continue the game if answered correctly or finish the game if not	
SCH-12	Test if questions trigger after a game over	Cases without suite	passed	Questions trigger successfully after a game over.	
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.	

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