	16.67%	83.33%

Total: **12** 🟥 **2** 🟨 **0** 🟩 **10** ⬜ **0**

Test Run QA					
Total Test Cases	**Failed**	**Passed**	**Blocked**	**Not tested**	**Reported to issue tracker**
12	2, 16.67%	10, 83.33%	0, 0.0%	0, 0.0%	0.0%

Test Cases					
ID	**Title**	**Category**	**Status**	**Comment**	**Link to Issue**
Q-15	TEST CASE 5	Tests in pvpgameplay.cpp	passed	Generates the cards in random order	
Q-14	TEST CASE 4	Tests in mainwindow.cpp	passed	The progress is nullified	
Q-12	TEST CASE 12	Tests in pvpwindow.cpp	passed	The gameplay is deleted and a new one starts when you press "PvP"	
Q-11	TEST CASE 11	Tests in pvpwindow.cpp	failed	You can place only one card	
Q-10	TEST CASE 10	Tests in pvpwindow.cpp	failed	You can only choose one card	
Q-9	TEST CASE 9	Tests in pvpgameplay.cpp	passed	The cards are prepared	
Q-8	TEST CASE 8	Tests in pvpgameplay.cpp	passed	The size gets randomly changed	
Q-7	TEST CASE 7	Tests in pvpgameplay.cpp	passed	Places the rest cards on both sides	
Q-6	TEST CASE 6	Tests in pvpgameplay.cpp	passed	It places the medium cards on both sides	
Q-5	TEST CASE 3	Tests in mainwindow.cpp	passed	The main menu is opened	
Q-4	TEST CASE 2	Tests in mainwindow.cpp	passed	The PvP screen is set up	
Q-3	TEST CASE 1	Tests in mainwindow.cpp	passed	When the "PvP" button is pressed, it closes mainwindow.cpp and opens pvpgameplay.cpp	