

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-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 5	Tests in pvpgameplay.cpp	passed	Generates the cards in random order		
Q-4	TEST CASE 4	Tests in mainwindow.cpp	passed	The progress is nullified		
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-1	TEST CASE 1	Tests in mainwindow.cpp	passed	When the "PvP" button is pressed, it closes mainwindow.cpp and opens pvpgameplay.cpp	
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