
Test Cases

for

Street Fighter

Version 1.0 approved

Prepared by:

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Play			
Test Case ID:	1	QA Test Engineer:	Isbah Malik
Test Case Version:	1	Reviewed by:	Shahryar Ahmad
Test Date:	29-04-2024	Use Case Reference(s):	Play Button Use Case
Revision History:	None		
Objective:	To check if user is able to successfully navigate from menu to game		
Product/Ver/Module:	Initial Version		
Environment:	The application is up and running		
Assumptions:	The “Intro” animation is playing on the screen		
Pre-Requisite:	All assets are properly loaded in user’s system		
Step No.	Execution description	Procedure result	
1	User presses any button	The system moves from intro animation to the main menu	
2	The user presses the “Play” button on the main menu	The system loads the character select screen	
Comments		The test case is passed. Our system is working according to our need.	
Passed		Failed	Not Executed

Select Character			
Test Case ID:	2	QA Test Engineer:	Isbah
Test Case Version:	1	Reviewed by:	Usman Ali
Test Date:	29-04-2024	Use Case Reference(s):	Character Select use case
Revision History:	None		
Objective:	To check if user is able to successfully select their character and stage/enemy		
Product/Ver/Module:	Initial Version		
Environment:	The application is up and running		
Assumptions:	The character select screen is visible to the user		
Pre-Requisite:	All assets are properly loaded in user’s system		
Step No.	Execution description		Procedure result
1	User presses any of the arrow keys – player 1 select		System moves the “1P” selection hover over the character in the direction of the arrow key (if present) and loads their icon and name with sound effect; else, selection hover remains on same character.
2	User presses the Enter key – player 1 select		System locks “1P” hover on the current character with sound effect. The character is selected as player character. The “2P” hover, character and their name loads onscreen.
3	User presses any of the arrow keys –enemy select		System moves the “2P” selection hover over the character in the direction of the arrow key (if present) and loads their icon and name with sound effect; else, selection hover remains on same character.
4	User presses the Enter key – enemy select		System locks “2P” hover on the current character with sound effect. The system loads the stage with the player, enemy and soundtrack/ the game round begins.
Comments		The test case is passed. Our system is working according to our need.	
Passed		Failed	Not Executed

Gameplay			
Test Case ID:	3	QA Test Engineer:	Isbah
Test Case Version:	1	Reviewed by:	Shahryar Ahmad
Test Date:	29-04-2024	Use Case Reference(s):	Gameplay Use Case
Revision History:	None		
Objective:	To check if user is able to successfully play out the game rounds		
Product/Ver/Module:	Initial Version		
Environment:	The app is up and running		
Assumptions:	The round stage with player, enemy, background, and soundtrack is loaded on the user's application		
Pre-Requisite:	All assets are properly loaded in user's system.		
Step No.	Execution description	Procedure result	
1	User presses "Up-Arrow", "Down-Arrow", "Right-Arrow" or "Left-Arrow" – Basic Movement	The system checks if user is in "valid" state to perform the movement. If yes, the system then plays the movement animation for the character with sound effects (if any).	
2	User Presses "A", "S", "D", "Z", "X", "C", "Q", "W" or a combination of these keys or any combination of these keys with movement keys. - Hits	The system checks if user is in "valid" state to perform the move (if there exists a move in that characters inventory against the key/key-combination). If yes, the system then plays the movement animation for the character with sound effects (if any.)	
3	-	If user intersects the enemy's frame mid hit animation (of either) – collision detected. The system checks for enemy and player states and calls the proper hit taken animation with sound effects (if any). The system also updates the health bars accordingly.	
4	-	The enemy is character updates their position and hits according to difficulty during the round.	
5	-	Training mode rounds are infinite. Normal play rounds end when the health bar of either the enemy or the character reaches zero. On this the system plays the victory and defeat animations (and sound effects) for the winning and losing character respectively and ends the round.	
Comments		The test case is passed. Our system is working according to our need.	
Passed		Failed	Not Executed

Settings			
Test Case ID:	4	QA Test Engineer:	Maryam Saqib
Test Case Version:	1	Reviewed by:	Shahryar Ahmad
Test Date:	29-04-2024	Use Case Reference(s):	Settings Button Use Case
Revision History:	None		
Objective:	To change settings for volume and fps		
Product/Ver/Module:	Initial Version		
Environment:	The application is up and running		
Assumptions:	The main menu screen is on display		
Pre-Requisite:	All assets are properly loaded in user’s system		
Step No.	Execution description	Procedure result	
1	The user presses the “Settings” button on the main menu	The system loads the terminal	
2	The user enters “set volume [value]” or “set fps [value]”	The system sets the value and displays select message	
3	The user enters wrong value or syntax	The terminal displays relevant error message and system prompts the user to re-enter command	
4	The user enters “exit” or “quit”	The system exits the terminal and goes back to main menu	
6	The user enters “enable ai” or “disable ai”	The system enables ai mode for the enemy or disables it accordingly. If mode is already applied it throws error message	
Comments		The test case is passed. Our system is working according to our need.	
Passed		Failed	Not Executed

Credits			
Test Case ID:	5	QA Test Engineer:	Maryam Saqib
Test Case Version:	1	Reviewed by:	Usman Ali
Test Date:	29-04-2024	Use Case Reference(s):	Credits Button Use Case
Revision History:	None		
Objective:	To view credits for the game		
Product/Ver/Module:	Initial Version		
Environment:	The application is up and running		
Assumptions:	The main menu screen is on display		
Pre-Requisite:	All assets are properly loaded in user's system		
Step No.	Execution description	Procedure result	
1	The user presses the “Credits” button on the main menu	The system displays the credits	
2	The user presses the “Main Menu” button on the top right corner	The system takes back to the main menu screen	
Comments		The test case is passed. Our system is working according to our need.	
Passed		Failed	Not Executed

Quit			
Test Case ID:	6	QA Test Engineer:	Maryam Saqib
Test Case Version:	1	Reviewed by:	Usman Ali
Test Date:	30-04-2024	Use Case Reference(s):	Quit Button Use Case
Revision History:	None		
Objective:	To leave the game		
Product/Ver/Module:	Initial Version		
Environment:	The application is up and running		
Assumptions:	The main menu screen is on display		
Pre-Requisite:	All assets are properly loaded in user's system		
Step No.	Execution description	Procedure result	
1	The user presses the “Quit” button on the main menu	The system exits from the game and closes the game window	
Comments	The test case is passed. Our system is working according to our need.		
<div>PassedFailedNot Executed</div>			