**Test Case ID:**

Loading Screens.

**Purpose:**

Verify that the loading screens take the expected time to complete, that the transitions don´t freeze and that they are correctly displayed based on the user´s native resolution.

This test case involves “NFR004” (Resolution), “FR007” (Loading Screens), “FR008” (Tutorial), “FR003” (Levels), “FR005” (Main menu) and “FR022” Credits, “NFR002” (Frame rate).

**Test case description:**

The test case ensures every loading screen that can be found in the game has a maximum duration of 10 seconds and that it is displayed appropriately in the “1920x1080, 1280x720, 1024x768 and 800x600” available resolutions.

Related Junit tests will check methods relative to the loading screen that appears during the transitions from the different sections the game.

**Pre-conditions:**

-Prerequisites:

Game is installed and running successfully on the different available resolutions.

The user is in main menu.

Control settings are set to default.

-Test data:

Not applicable.

-Test steps:

-Steps description:

1. Press up and down arrow keys to move through the different menu options.
2. Press enter key on the “play level”, “credits” and “tutorial” options of the main menu multiple times to verify the following steps.
3. When the loading screen launches set up a stopwatch to verify that it takes10 seconds or less to complete.
4. Ensure that loading screens display smoothly without any flickering or visual artifacts, by checking the frame rate stays at 30fps.
5. Once the section is loaded go back to the main menu to verify the previous steps are also executed successfully when the process occurs backwards.
6. All the above steps should be repeated for the “1920x1080, 1280x720, 1024x768 and 800x600” available resolutions.

**Post-conditions:**

-Expected outcome:

Every loading screen takes 10 or less seconds to complete and it is displayed without sudden jumps or freezes while the images are correctly displayed in all possible resolutions.

**Cleanup:**

Reset the main game’s state.

**Notes:**

This test case assumes the game launches correctly and that all the sections of the game are already implemented and tested individually.

As the test will take place with all the available resolutions and at all the transitions that trigger a loading screen, the loading screen`s functionality is guaranteed.