**Test Case ID:**

Visual effects and scenery during the leg.

**Purpose:**

Verify the proper display of the map scenery and all the assets the game includes.

This test case involves “FR008” (Tutorial), “FR003” (Levels), “FR009” legs, “FR004” (Obstacles), “FR010” (Scenery), “FR021” (Visual Effects).

**Test case description:**

The test ensures that all the sprites are properly displayed during the leg, including obstacles: ducks, logs, and stones; and the scenery: lanes, river, and surroundings. Verifying the scenery changes in every leg according to requirements.

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 the level, and it has been already properly implemented.

Control settings are set to default.

The assets associated with the obstacles and scenery have been already designed.

-Test data:

All the asset`s PNGs must be included in the project´s assets folder.

-Test steps:

-Steps description:

1. Complete both the tutorial and the three legs the game includes.
2. While doing so load all the available obstacles, verifying they are displayed in the proper resolution, depending on the user´s screen (“1920x1080, 1280x720, 1024x768 or 800x600”).
3. Ensure that after loading the scenery, the dragon-themed surrounding fills the screen on the various available resolutions, producing no frame rate drops (frame rate shall not go under 30 fps).
4. Collide with all the different obstacles to ensure the PNG fits their hitbox.
5. Complete all the legs and the tutorial making sure the scenery is updated every time we move up legs.
6. Verify all the previous steps for the three legs.

**Post-conditions:**

-Expected outcome:

All the asset´s sprites are properly loaded and displayed, fitting their hitboxes, and not destabilizing the game´s frame rate (staying at constant 30 fps). Scenery is updated every time we complete a leg, and it is displayed properly, fitting the screen in the according resolution.

**Cleanup:**

Reset the main game’s state.

**Notes:**

This test case assumes the game launches correctly and that the play level section of the game is already implemented and tested individually.

Once this test is concluded, we will assume that the visual effects and scenery of the game is working properly.