Total: 2 ■ 0 ■ 0 ■ 2 ■ 0

Test Run Functionality					
Total Test Cases	Passed	Failed	Blocked	Not tested	Reported to issue tracker
2	2, 100.0%	0, 0.0%	0, 0.0%	0, 0.0%	0.0%

Test Cases					
ID	Title	Category	Status	Comment	Link to Issue
RDT-2	Menu	Functionality	passed	All menu buttons work exactly as intended	
RDT-1	Controls	Functionality	passed	All controls exactly as intended.	

40.0%	20.0%		40.0%	
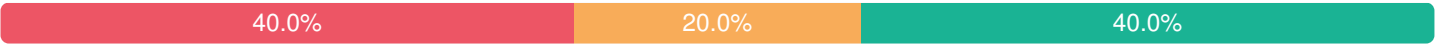
Total: 5 🟥 2 🟧 1 🟩 2 ⬜ 0

Test Run Gameplay					
Total Test Cases	**Failed**	**Blocked**	**Passed**	**Not tested**	**Reported to issue tracker**
5	2, 40.0%	1, 20.0%	2, 40.0%	0, 0.0%	0.0%

Test Cases

ID	Title	Category	Status	Comment	Link to Issue
RDT-7	Bugs	Gameplay	passed	When a ball goes out of bounds, it will be slowly pushed back into the playable field.	
RDT-6	Fouls	Gameplay	failed	The game does not let you place a white ball on another ball. The game lets you place it inside of a pocket, which triggers a foul for you. The game lets you place it inside of a wall, where it is playable like normal.	
RDT-5	Game Rules	Gameplay	blocked	When scoring a ball at the start of a game it assigns you to the correct group. Pocketing a ball from the group you're assigned to grants you a point. Pocketing your opponents ball makes them get a point and you get a foul. Pocketing the black ball too early makes you win the game (FAILED). Pocketing the black ball last makes you win the game. Pocketing the white ball gives you a foul. Pocketing the black ball and white ball at the same time breaks the game and disregards the black ball being pocketed (FAILED).	
RDT-4	Accessibility	Gameplay	passed	Game runs smoothly on all tested computers. Controls are easy to understand. FPS does not change more than 2-3 frames when executing certain actions.	
RDT-3	Pool Balls Colliding	Gameplay	failed	Hitting a ball with another ball makes it move opposite of the impact point. Hitting a ball at an angle makes it move slightly, but not enough (FAILED). Hitting a ball into a wall doesn't make it bounce off, instead, sliding across it (FAILED).	