The primary goals were to:

* Prevent disabled games from appearing on the Games list
* Block manual access via URL to disabled games
* Centralize flag control for easy future modifications

| **Test Case ID** | **Description** | **Input** | **Expected Outcome** | **Result** |
| --- | --- | --- | --- | --- |
| TC01 | Disable a game and check if it's hidden from index page | "Pong" = false in GameFeatureManager | Pong should not appear in the list on /Games/Index | Pass |
| TC02 | Attempt to access a disabled game by URL | /Games/Play/3 | User is redirected to index page with warning log | Pass |
| TC03 | Access an enabled game normally | /Games/Play/1 | Game loads as expected | Pass |
| TC04 | Disable a non-existent game | "FakeGame" = false | No crashes, no effect on visible list | Pass |
| TC05 | Omit a game from flag dictionary | Remove "Tetris" from flags | Game defaults to enabled (true) | Pass |
| TC06 | Add a typo in flag title | "Tetriz" = false | Tetris remains enabled (fallback default) | Pass |
| TC07 | Re-enable a game | "Pong" = true | Pong reappears in list and is playable | Pass |
| TC08 | Refresh games list (API call) | Full microservice pull | Disabled games still filtered dynamically | Pass |