Subsystem	Main Menu and UI
Module Name	KV6002 Team Project and Professionalism
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Test Case	Notes
A1	Check animation and sound for each panel from inside Main Menu
A2	Check *'Start'* Button functionality
A3	Check *'Classic'* Dropdown Button functionality
A4	Check *'Settings'* Button functionality
A5	Check *'Help'* Button functionality
A6	Check *'Quit'* Button functionality
A7	Check *'Audio'* Button functionality
A8	Check *'Graphics Settings'* Button functionality
A9	Check *'Mouse & Keyboard Preset'* Button functionality
A10	Check *'Back to Main Menu'* Button functionality
A11	Check 'Master Volume' Slider functionality
A12	Check *'Music Volume'* Slider functionality
A13	Check *'Sound Effects Volume'* Slider functionality
A14	Check *'Back to Settings'* Button functionality
A15	Check *'Resolution'* Dropdown functionality
A16	Check *'Graphics Preset'* Dropdown functionality
A17	Check *'Windowed Mode'* Button functionality
A18	Check *'Keyboard and Mouse Preset'* Button Functionality
B1	Check animation and sound for each panel from inside Pause Menu
B2	Check *'Save Game'* Button functionality
B3	Check *'Load Game'* Button functionality
B4	Check *'Players Upgrades'* Button functionality
B5	Check *'Return to Main Menu'* Button functionality
B6	Check *'General Upgrades'* Button functionality
B7	Check *'Skill Upgrades'* Button functionality
B8	Check *'Back to the Pause Menu'* Button functionality
B9	Check *'Back to Upgrades'* Button functionality
C1	Check if health updates for current player
C2	Check if energy updates for current player
C3	Check if text updates in regard to current player in use
C4	Check if wave text information updates
C5	Check if enemies left text information updates
C6	Check if team's health bars updates correctly
C7	Check if max health is updated when upgrade points are added
C8	Check if max health/current health is updated when 'pickables' are collected
C9	Check if level is changed when bar is filled
C10	Check if level is changed when exp number reaches target exp
C11	Check Next Wave cooldown text information updates correctly
C12	Check if escape brings the pause menu in various cases

D1	Check animation and sound for each panel from inside End Game Menu
D2	Check if wave survived and enemies killed information up
D3	Check if Pause Menu is openable within the End Game Menu
D4	Check 'Retry Game' Button functionality
D5	Check 'Go to Main Menu' Button functionality
D6	Check 'Quit Game' Button functionality

Test Case Result	Result Description
A1	Each animation and sound for the panels from within Main Menu work as intended. They 'exit' the screen towards left/right as they were logically programmed to.
A2	Start button changes the scene from main menu scene towards the game scene. It works as intended.
A3	Classic button dropdown correctly opens a dropdown.
A4	Settings button changes the panel to Settings panel. It works as intended.
A5	Help button opens the Help panel correctly and takes the user back when 'Back' button is pressed within it.
A6	Quit button works as intended by closing the application.
A7	Audio button opens Audio Panel correctly
A8	Graphics Settings opens Graphics Panel correctly
A9	Mouse & Keyboard Preset buttons opens its panel correctly
A10	All the 'Back to Main Menu' buttons work as intended
A11	Master Volume slider correctly controls all the sounds that are attached to it. All the Main Menu/Pause Menu and End Game Menu have their sounds linked to Master Volume. Other in-game sounds may not be linked as they are not part of individual work.
A12	Music Volume slider correctly controls all the music sounds. As previously stated, the music from within Main Menu/Pause Menu and End Game Menu have their own music volume lowered or increased when slider used.
A13	Sound Effects Volume slider correctly controls all the sound effects. In addition, all the sound effects from within Main Menu/Pause Menu and End Game Menu have their own sound effects lowered or increased when slider used.
A14	Back to Settings button works as intended
A15	Resolution dropdown opens correctly and a list of all the possible resolutions supported by the screen is generated. By changing to any of the resolutions, actions are successfully carried out
A16	Graphics Preset dropdown opens correctly and a list of all the possible graphics pre-sets are generated. By changing to any of the graphics pre-sets, changes will take place when application is restarted
A17	Windowed Mode button correctly changes the application's state from Fullscreen to windowed mode and vice-versa
A18	Keyboard and Mouse Preset correctly opens its panel
B1	Each animation and sound for the panels from within the Pause Menu work as intended. They 'exit' the screen towards left/right as they were logically programmed to

B2	Save Game correctly creates a saved file using 'PlayerPrefs' functionality from Unity as well as all the skill tree and general upgrades variables that are hold within Haoming's script
B3	Load Game correctly loads back all the variables but not all the UI elements are correctly updated because Haoming's script does not update everything on change
B4	Player Upgrades button correctly opens its panel
B5	Return to Main Menu button correctly returns to main menu by switching the scenes back to MainMenu scene
B6	General Upgrades button correctly opens its panel
B7	Skill Upgrades button correctly opens its panel
B8	Back to the Pause Menu button correctly opens its panel
B9	Back to upgrades button correctly opens its panel
C1	Health updates for current player when character takes damage
C2	Energy updates for current player but there is no implementation provided by Haoming to use this resource. It only increased when general upgrades points are used towards energy.
C3	Check correctly changes depending on which is the current player in use
C4	Wave text information changes correctly when next wave is initiated
C5	Enemies left correctly updates the current level of enemies left
C6	Team's health bars are updated individually depending on the character's health
C7	Max Health text information as well as the bar is changed when points are added
C8	Max Health text information as well as the bar is changed correctly when 'pickables' are collected
C9	Level text information is correctly changed when bar is filled to max
C10	Level text information is correctly changed when the exp number reaches the target exp
C11	Next Wave Cooldown text information is updated when all the enemies are killed
C12	Escape key brings the pause menu to the screen and pauses the current state of the game behind it. It correctly opens in all the cases tested.
D1	Each animation and sound for the panels from within the End Game Menu work as intended. They 'exit' the screen towards left/right as they were logically programmed to. In addition, the end game menu appears on screen whenever all the characters are killed
D2	Wave survived text information as well as enemies killed text information correctly updates when all players are dead
D3	Pause Menu does not open when End Game panel is on which is doing as intended.
D4	Retry Game button correctly restarts the game to wave 1
D5	Go to Main Menu button correctly returns players to MainMenu scene
D6	Quit Game button correctly kills the application state