

UI Test Documentation

Test Cases	Results	Relevant Classes
When the start button is clicked, the state changes to gameplay and a new game starts.	Tested by clicking the button and observing results.	MainMenu Button
When the options button is clicked, the state changes to the option menu.	Tested by clicking the button and observing results.	MainMenu Button
When the exit button is clicked, the game stops running	Tested by clicking the button and observing results.	MainMenu Button
When the game is running the score counter shows and tracks the score	Tested by playing a game and popping a single ball to update the score.	Game
When a ball is hit, the added score is displayed as a rising pop up from ball last position.	Tested by playing a game and popping balls of various sizes to check if the right score amount is popped up.	ScorePopUp
When the game is running the life counter shows and tracks the amount of lives left	Tested by playing a game and losing all lives to check if lives are tracked correctly.	Game
When the game is running the level name is displayed	Tested by playing all levels of the game.	Game
When the game is running the player character is properly rendered	Tested by playing the game and observing all animation states.	Texture SpriteSheet
When the player is in the option menu two sliders and a checkbox should be displayed to edit the settings and two buttons(save and back)	Tested by displaying the option menu.	OptionsMenu Slider Checkbox

When the sound effects volume slider is adjusted the volume of all soundeffects will change. The game will also play a sound to give a preview of the new volume.	Tested by changing the slider and listening to the preview sound.	OptionsMenu Slider
When a Slider is displayed a bar with a Dot at the selected value should be visible	Tested by displaying the sliders used in option menu.	Slider
When the sound effects volume slider is adjusted the game will adjust the volume of all music	Tested by changing the slider and listening to the preview sound.	OptionsMenu Slider
When a CheckBox is displayed the box will be filled if the checkbox is checked and empty otherwise.	Tested by checking the fullscreen checkbox.	CheckBox
When the fullscreen checkbox is changed the window will change accordingly(checked = fullscreen, unchecked = windowed)	Tested by checking and unchecking the fullscreen checkbox.	OptionsMenu CheckBox Launcher
When the save button is pressed the current settings will be saved for later sessions.	Tested by pressing the save button and restarting the game.	OptionsMenu Button
When the back button is pressed the game will go back to the main menu	Tested by pressing the back button.	OptionsMenu Button