Test Run on <07.06.2018>

Spalte1	Spalte2	Spalte3		
TC-ID	RESULT	IF FAILED COMMENT		
TC-1	pass			
TC-2	pass			
TC-3	fail	stars only set first time		
TC-4	blocked	Not implemented yet		
TC-5	blocked	Not implemented yet		
TC-6	blocked	Not implemented yet		
TC-7	blocked	Not implemented yet		
TC-8	blocked	Not implemented yet		
TC-9	blocked	Not implemented yet		
TC-10	blocked	Not implemented yet		
TC-11	blocked	Not implemented yet		
TC-12	blocked	Not implemented yet		
TC-13	blocked	Not implemented yet		
TC-14	fail	Character fires at		
		RESUME/RESTART		
TC-15	pass			
TC-16	fail	do not load the current state		
TC-17	pass			

Test Run on <11.06.2018>

1 2 2 2 1 2 2 1 2 2 2 2 2 2 2 2 2 2 2 2					
Spalte1	Spalte2	Spalte3			
TC-ID	RESULT	IF FAILED COMMENT			
TC-1	pass				
TC-2	pass				
TC-3	pass				
TC-4	pass				
TC-5	fail	Mob Health Bar not working			
TC-6	fail	slide bug in saws			
TC-7	blocked	Not implemented yet			
TC-8	blocked	Not implemented yet			
TC-9	blocked	Not implemented yet			
TC-10	blocked	Not implemented yet			
TC-11	blocked	Not implemented yet			
TC-12	blocked	Not implemented yet			
TC-13	blocked	Not implemented yet			
TC-14	fail	Character fires at			
		RESUME/RESTART			
TC-15	pass				
TC-16	fail	do not load the current state			
TC-17	pass				
TC-18	pass				
TC-19	blocked				

Test Run on <15.06.2018>

Spalte1	Spalte2	Spalte3		
TC-ID	RESULT	IF FAILED COMMENT		
TC-1	pass			
TC-2	pass			
TC-3	pass			
TC-4	pass			
TC-5	fail	Mob Health Bar not working		
TC-6	fail	slide bug in saws		
TC-7	pass			
TC-8	pass			
TC-9	pass			
TC-10	pass			
TC-11	blocked	Not implemented yet		
TC-12	blocked	Not implemented yet		
TC-13	blocked	Not implemented yet		
TC-14	pass			
TC-15	pass			
TC-16	fail	do not load the current state		
TC-17	pass			
TC-18	pass			
TC-19	pass			
TC-20	blocked			
TC-21	fail	time sometime not rounded correctly		

Test Run on <19.06.2018>

Coolto1	lest Run on <19.06.2018>					
Spalte1	Spalte2	Spalte3				
TC-ID	RESULT	IF FAILED COMMENT				
TC-1	pass					
TC-2	pass					
TC-3	pass					
TC-4	pass					
TC-5	pass					
TC-6	pass					
TC-7	pass					
TC-8	pass					
TC-9	pass					
TC-10	pass					
TC-11	pass					
TC-12	pass					
TC-13	fail	Collider bug at Giant Robo				
10-13		(Player can stand on Robot)				
TC-14	pass					
TC-15	pass					
TC-16	fail	do not load the current state				
TC-17	pass					
TC-18	pass					
TC-19	pass					
TC-20	pass					
TC-21	fail	time sometime not rounded				
		correctly				
TC-22	pass					
TC-23	blocked					
TC-24	pass					

Test Run on <21.06.2018>

Spalte1	Spalte2	Spalte3	Spalte4
TC-ID	RESULT	IF FAILED COMMENT	oparte :
TC-1	pass	II TABLES COMMENT	
TC-2	pass		
TC-3	pass		
TC-4	pass		
TC-5	pass		
TC-6	pass		
TC-7	pass		
TC-8	pass		
TC-9	pass		
TC-10	pass		
TC-11	pass		
TC-12	pass		
TC-13	fail	Collider bug at Giant Robo (Player can stand on Robot)	Known Issue
TC-14	pass		
TC-15	pass		
TC-16	pass		
TC-17	pass		
TC-18	pass		
TC-19	pass		
TC-20	pass		
TC-21	fail	time sometime not rounded correctly	Known Issue
TC-22	pass		
TC-23	pass		
TC-24	pass		