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| --- | --- |
| Test title | Quit test vol 1 |
| Test case ID | KOMES001 |
| Test priority | Medium |
| Description | Test used to ensure if it is possible to quit the game. |
| Test designed by | Me |
| Pre-conditions | Game is turned on, and is in main menu. |

**Steps:**

1. Using keyboard down key select Quit option
2. Press enter.

**Post conditions**

1. Game is turned off.

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| Test title | Quit test vol 2 |
| Test case ID | KOMES002 |
| Test priority | Medium |
| Description | Test used to ensure if it is possible to quit the game. |
| Test designed by | Me |
| Pre-conditions | Game is turned on, and is in main menu. |

**Steps:**

1. Using keyboard select option Play
2. After game is loaded press P
3. Wait
4. Repeat points 2-3 until „You lost!” appears
5. Using keyboard down key select Quit option
6. Press Enter

**Post conditions**

1. Game is turned off.

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| --- | --- |
| Test title | Highscores show test |
| Test case ID | KOMES003 |
| Test priority | Medium |
| Description | Test used to ensure if high scores are shown properly |
| Test designed by | Me |
| Pre-conditions | None |

**Steps:**

1. In folder with game save file „highscores.txt” containing:

PLAYER1|1000

PLAYER2|21

PLAYER3|0

1. Turn on KomesMan game.
2. Using keyboard select option Hall of fame

**Post conditions**

1. On screen appears:  
   HALL OF FAME
2. PLAYER1 1000
3. PLAYER2 21
4. PLAYER3 0

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| --- | --- |
| Test title | Highscores show advanced test |
| Test case ID | KOMES004 |
| Test priority | Medium |
| Description | Test used to ensure if high scores are shown properly |
| Test designed by | Me |
| Pre-conditions | None |

**Steps:**

1. In folder with game save file „highscores.txt” containing:

PLAYER1|1000

PLAYER2|21

PLAYER3|0

1. Turn on KomesMan game.
2. Using keyboard select option Play
3. Press P
4. Collect one cap (if not possible, try again).
5. Lose game.
6. When asked for name, enter „KOMES”
7. Press enter
8. Using arrow keys select „Hall of fame”

**Post conditions**

1. On screen appears:  
   HALL OF FAME  
   1.PLAYER1 1000  
   2.PLAYER2 21  
   3.KOMES 10  
   4.PLAYER3 0

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| --- | --- |
| Test title | Highscores show advanced test |
| Test case ID | KOMES005 |
| Test priority | Medium |
| Description | Test used to ensure if high scores are shown properly |
| Test designed by | Me |
| Pre-conditions | None |

**Steps:**

1. In folder with game save file „highscores.txt” containing:

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

PLAYER1|1000

1. Turn on KomesMan game.
2. Using keyboard select option Play
3. Press P
4. Collect one cap (if not possible, try again).
5. Lose game.

**Post conditions**

1. Game should return to main menu.

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| --- | --- |
| Test title | Highscores show advanced test |
| Test case ID | KOMES006 |
| Test priority | Medium |
| Description | Test used to ensure if high scores are shown properly |
| Test designed by | Me |
| Pre-conditions | None |

**Steps:**

1. In folder with game save file remove „highscores.txt” containing:
2. Turn on KomesMan game.
3. Using keyboard select option Play
4. Press P
5. Collect one cap (if not possible, try again).
6. Lose game.
7. Enter „KOMES” name .
8. Select option „Hall of fame” in menu

**Post conditions**

On screen „Hall of fame” with „Komes” player having 10 points should be shown. No other highscors should be shown.

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| Test title | Fullscreen test |
| Test case ID | KOMES007 |
| Test priority | Medium |
| Description | Test used to ensure if full screen mode changing works properly. |
| Test designed by | Me |
| Pre-conditions | Game is windowed, game is in main menu |

**Steps:**

1. Enter settings in menu
2. Enable fullscreen mode

**Post conditions**

Check if game is in fullscreen mode.

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| --- | --- |
| Test title | Fullscreen test |
| Test case ID | KOMES008 |
| Test priority | Medium |
| Description | Test used to ensure if full screen mode changing works properly. |
| Test designed by | Me |
| Pre-conditions | Game is windowed, game is in main menu |

**Steps:**

1. Enter settings in menu
2. Disable fullscreen mode

**Post conditions**

Check if game is in windowed mode.

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| Test title | Tile size test |
| Test case ID | KOMES009 |
| Test priority | Medium |
| Description | Test used to ensure if changing tile size works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Enter settings in menu
2. Change tile size
3. Run game
4. Check height of board equals to 24 tiles.
5. Lose game
6. Change tile size
7. Run game
8. Check if height of board equals to 12 tiles
9. Lose game.
10. Change tile size
11. Check if height of board equals to 6 tiles.

**Post conditions**

Check if game is in windowed mode.

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| --- | --- |
| Test title | Pill test |
| Test case ID | KOMES010 |
| Test priority | Medium |
| Description | Test used to ensure if changing pill works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. If possible, collect pill. If not possible, restart game.

**Post conditions**

Player speeds up and after 2 seconds drasticallly slow downs.

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| --- | --- |
| Test title | Magic Powder test |
| Test case ID | KOMES010 |
| Test priority | Medium |
| Description | Test used to ensure if magic powder works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. If possible, collect magic powder. If not possible, restart game.

**Post conditions**

Player speeds up and after 2 seconds returns to normal speed. Screen should blink in many colors.

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| --- | --- |
| Test title | Beer test |
| Test case ID | KOMES011 |
| Test priority | Medium |
| Description | Test used to ensure if beer works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. If possible, collect beer. If not possible, restart game.

**Post conditions**

Screen should be blurred for 2 seconds

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| --- | --- |
| Test title | Bait test |
| Test case ID | KOMES011 |
| Test priority | Medium |
| Description | Test used to ensure if bait works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Press ‘B’.

**Post conditions**

Enemies are chasing bait, not player.

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| --- | --- |
| Test title | Cap test |
| Test case ID | KOMES012 |
| Test priority | Medium |
| Description | Test used to ensure if cap works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Collect cap

**Post conditions**

Check if 10 points are added for collecting cap.

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| Test title | Pass level test |
| Test case ID | KOMES011 |
| Test priority | Medium |
| Description | Test used to ensure if finishing level works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Collect all caps.

**Post conditions**

„You win” board should appear, and player should be redirected to new board.

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| --- | --- |
| Test title | Lose life test |
| Test case ID | KOMES012 |
| Test priority | High |
| Description | Test used to ensure if losing life works. |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Wait for losing life

**Post conditions**

„You lost” board should apperar, and game should be restarted with one life less. If there are no lifes, player should be redirected either to highscore enter screen, or to main menu if score was not good enough.

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| Test title | Super Cop Test |
| Test case ID | KOMES013 |
| Test priority | Medium |
| Description | Test used to ensure if super cop works |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Play until two policemans are joined together

**Post conditions**

Policemans should join, and appear to be moving 10% faster

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| --- | --- |
| Test title | Pause Test |
| Test case ID | KOMES014 |
| Test priority | Medium |
| Description | Test used to ensure if pause works |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Play for while
4. Press ‘P’

**Post conditions**

Game should be paused – screen should appear as red, and enemies and player should be not possible to move.

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| --- | --- |
| Test title | Pause Test |
| Test case ID | KOMES015 |
| Test priority | Medium |
| Description | Test used to ensure if pause works |
| Test designed by | Me |
| Pre-conditions | Game is in main menu |

**Steps:**

1. Run game.
2. Press ‘P’
3. Play for while
4. Press ‘P’
5. Press ‘P’ again

**Post conditions**

Gameplay should be continued properly.