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| ID | Name | Description | Expected Result | Actual Result | Fix | Proof |
| T001 | The game can boot | Checking to see if the game can boot from the build. | The game should open just fine and open on the main menu. |  |  |  |
| T002 | Connect time out | Check to see if timing out works. | Connect to a dud endpoint / IP and see after 30 seconds you get timed out and a message is on screen. |  |  |  |
| T003 | Hosting | Check to see if you can host. | Click host game and click host, you should then start and load into the server. |  |  |  |
| T004 | Joining | Check to see if you can join. | Click join game and then click join, you should be attempting to connect but then load into the server. |  |  |  |
| T005 | Max player count limit | Check to see if you get kicked. | Join the server with two other accounts playing and see if the server will kick you. |  |  |  |
| T006 | Client disconnects | The client disconnecting from lobby. | You should be taken to the main menu and leave the server. |  |  |  |
| T007 | Host disconnects | The host disconnecting with the server. | You should be taken to the main menu and leave the server and others should be kicked. |  |  |  |
| T008 | Fore start | Force starting the game. | Only the host should be able to force start the server and the game should start. |  |  |  |
| T009 | Auto start | Waiting for auto start. | Let the timer tick down to see if the server will auto start the round. |  |  |  |
| T010 | Loading into the round. | Loading into the round of the game. | You and the other player should be loaded into the game. Full HP, 90 reserve ammo with 30 in the mag and 2 cs grenades. |  |  |  |
| T011 | Player movement | Player moving around and syncing on the client’s screen. | Move around and jump too and see if it’s replicated on the clients’ screen. Animations should sync too. |  |  |  |
| T012 | Firing weapon. | Testing weapon combat. | Should deal damage to the other player and instant kill in the head.  Weapon cannot fire with no ammo. |  |  |  |
| T013 | CS Grenade | The gas grenade | Test throwing it, pressing G and holding it for a second.  Test the gas does tick damage, reduces sight and muffles audio when touch. And it lingers after leaving. |  |  |  |
| T014 | Collectables spawning |  | See if collectables spawn a maximum of 4 present on the world, once one goes, another can spawn.  Check to see if its random spawns and collectable types. |  |  |  |
| T015 | Collectables | Testing collectables | Test if you can pick up and collect all 4 collectables.  Ammo, double damage,  Grenade bonus and health. |  |  |  |
| T016 | Pressing ESC in game will close the game |  | ESC in the game will close it. (only while in the game / server). |  |  |  |
| T017 | In game UI |  | Player health, damage indicator, gas indicator, ammo indicator, grenade count indicator.  Timer indicator, ping indicator, fps indicator.  Current round and score indicator (only in pregame). |  |  |  |
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