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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID 001** | |  | **Test Case Description** | | Test Case for adding game levels | | | | | |
| **Created By**  Kong Vue | |  | **Reviewed By** | |  | | **Version 1** | |  | |
|  |  |  |  |  |  |  |  |  |  |  |
| Use Case ID: 14 |  |  |  |  |  |  |  |  |  |  |
| **QA Tester’s Log** | |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Tester's Name** | |  | **Date Tested** | |  | | **Test Case (Pass/Fail/Not Executed)** | |  | |
|  |  |  |  |  |  |  |  |  |  |  |
| **S #** | **Prerequisites:** | | |  | **S #** | **Test Data Requirement** | | | | |
| 1 | Game play has been started | | |  | 1 | Game is paused | | | | |
|  |  | | |  | 2 | Game is resumed | | | | |
|  |  | | |  |  |  | | | | |
|  |  |  |  |  |  |  |  |  |  |  |
| **Test Conditions** | |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | | | **Pass / Fail / Not executed / Suspended / Comments** | | |
|
| 1 | Press the pause button | | Game video and sound pauses | |  | | |  | | |
| 2 | Press the resume button | | Game video and sound resumes | |  | | |  | | |
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