Category ID	Main category	Secondary category	Sub-category 1	Sub-category 2	Sub-category 3	Steps	Expected result	Result	Comment	Issue ID	Assignee
	Boot screen										
BSC-1						1. Launch the title	No graphical issues are present	FAIL		QTP-15 QTP-21	L.P.
BSC-2							No animation issues are present	PASS			L.P.
BSC-3							No sound issues are present	PASS			L.P.
BSC-4							No text issues are present	PASS			L.P.
BSC-5							The "press any button" prompt is present	PASS			L.P.
BSC-6						1. Press any button	The user is taken to the Main Screen	PASS	Game title hides after pressing any button		L.P.
	Main screen										
		Main Screen UI block									
MSC-1						1. Launch the title 2. Press any button	The UI element is present	PASS			A.S.
MSC-2						1. Ensure the UI element contains "New Game", "Levels", "Options", "Credits", and "Quit" options	The UI element contains five options	PASS			A.S.
MSC-3							The UI element is free of graphical issues	PASS			A.S.
MSC-4							The UI element is free of animation issues	PASS			A.S.
MSC-5							The UI element is free of text issues	PASS			A.S.

MSC-6							No sound issues are present while idling on the Main Screen	PASS			A.S.
MSC-7							No sound issues are present when interacting with the elements of the Main Screen UI block	FAIL		QTP-21	A.S.
MSC-8						**1. Click *New Game* / *Levels* / *Options* / *Credits* / *Quit***	The user is taken to the next relevant screen upon clicking on each of the options	PASS			A.S.
			New Game								
NG-1						**1. Click "New Game"**	The new game launches	PASS			A.S.
NG-2							The cutscene starts	PASS			A.S.
			Levels								
LVL-1						**1. Click "Levels"**	The UI element is free of text issues	PASS	Same button pressed for the second time changes color to yellow		L.P.
LVL-2						**1. Click *Introduction***	The level launches	PASS			L.P.
LVL-3							The cutscene starts	PASS			L.P.
LVL-4						**1. Click *Alma's Decision***	The level launches	PASS			L.P.
LVL-5							The cutscene starts	PASS			L.P.
LVL-6						**1. Click *Canyon Entrance***	The level launches	PASS			L.P.
LVL-7							The cutscene starts	PASS			L.P.
LVL-8						**1. Click *Evrard's Thoughts***	The level launches	PASS			L.P.
LVL-9							The cutscene starts	PASS			L.P.

LVL-10						**1. Click *Grahm's Doors***	The level launches	PASS			L.P.
LVL-11							The cutscene starts	PASS			L.P.
LVL-12							The return UI prompt is present	PASS			L.P.
LVL-13						**1. Click the Back UI prompt**	The return UI prompt is functional	PASS			L.P.
			Large UI block								
				Options							
OP-1						**1. Click "Options" tab**	The UI element is present	PASS			A.S.
OP-2						**1. Ensure that the *Gameplay, Audio, Video, Controls* tabs are present**	The UI element contains four tabs	PASS			A.S.
OP-3							The UI element is free of graphical issues	PASS			A.S.
OP-4							The UI element is free of animation issues	PASS			
OP-5						**1. Click the *Gameplay, Audio, Video, Controls* tabs**	The user is taken to the next relevant screen upon clicking on each of the tabs	PASS			A.S.
OP-6							No sound issues are present while interacting with the elements of the UI block	PASS			A.S.
				Gameplay							
OP-GMP-1						**1. Click the *Gameplay* tab**	The "Gameplay" tab opens	PASS			H.M
OP-GMP-2							The "Gameplay" tab is free of text issues	PASS			H.M

						Steps	Expected Result	Status		Defect	Tester
OP-GMP-3						1. In *UI Language* and *Audio Language*, switch between English and French languages 2. Apply changes	The change is saved and displayed in the UI block and the UI language changes accordingly	PASS			H.M
OP-GMP-4						**1. In *UI Language* and *Audio Language,* French and English languages 2. Apply changes**	The change is saved and displayed in the UI block and the UI language changes accordingly	PASS			H.M
OP-GMP-5						**1. Adjust the *Mouse Sensitivity* slider 2. Apply changes**	The new position of the indicator is saved and displayed	PASS			H.M
OP-GMP-6						**1. *In Invert Axis,* enable/disable X Axis/Y Axis 2. Apply changes**	The tick boxes are enabled/disabled	PASS			H.M
OP-GMP-7					Accessibility						
OP-GMP-8						**1. In Color Blind, switch between Normal / Deuteranope / Protanope / Tritanope options 2. Apply changes**	The changes are saved and displayed in the UI block	FAIL		[QTP-50](QTP-50)	L.P.
OP-GMP-9						**1. Adjust *Color Blind severity* slider 2. Apply changes**	The new position of the indicator is saved and displayed	PASS			H.M

						Steps	Expected Result	Status		Defect	Tester
OP-GMP-10						1. Enable/disable *Rumbles* 2. Apply changes	The tick box is enabled/disabled	PASS			H.M
						1. Proceed with the first step of OP-GMP-8/OP-GMP-9 2. Apply changes	The graphics of the image respond to the change	PASS			H.M
OP-GMP-11					Dialogues						
OP-GMP-12						1. Enable/disable *Actor colors* 2. Apply changes	The tick box is enabled/disabled	PASS			L.P.
OP-GMP-13						1. Adjust *Text color Red / Green / Blue* 2. Adjust *Text color transparency / Text size / Subtitles outline* sliders 2. Apply changes	The changes are saved and disaplyed in "Text Preview"	FAIL		QTP-40	L.P.
						1. Adjust *Subtitles background* 2. Apply changes	The new position of the indicator is saved and displayed	FAIL		QTP-40	L.P.
OP-GMP-14							Apply changes UI prompt is present	PASS			L.P.
OP-GMP-15						1. Click Apply changes	Apply changes UI prompt is functional	PASS			L.P.
OP-GMP-16							The changes are not saved if the user returns to the Main Screen without clicking "Apply changes" UI prompt	PASS			L.P.

							The Apply changes UI prompt is greyed out if no changes were applied	PASS			L.P.
OP-GMP-17							The return UI prompt is present	PASS			L.P.
OP-GMP-18						1. Click the return UI prompt	The return UI prompt is functional	FAIL		QTP-24	L.P.
				Audio							
OP-AU-1						1. Click Audio tab	The audio tab opens	PASS			L.P.
OP-AU-2							The "Audio" tab is free of text issues	PASS			L.P.
OP-AU-3						1. In *General, Music, Voices, Effects,* toggle the sliders 2. Apply changes	The new position of the indicator is saved and displayed	PASS			L.P.
OP-AU-4							Apply changes UI prompt is present	PASS			L.P.
OP-AU-5						1. Click Apply changes	Apply changes UI prompt is functional	PASS			L.P.
OP-AU-6							The changes are not saved if the user returns to the Main Screen without clicking "Apply changes" UI prompt	N/A	No such UI prompt here		
							The Apply changes UI prompt is greyed out if no changes were applied	N/A	No such UI prompt here		
OP-AU-7							The return UI prompt is present	PASS			L.P.

OP-AU-8						**1. Click the return UI prompt**	The return UI prompt is functional	FAIL	QTP-24	L.P.
					Video					
OP-VD-1						**1. Click Video tab**	The video tab opens	PASS		L.P.
OP-VD-2							The "Video" tab is free of text issues	PASS		L.P.
OP-VD-3						**1. In *Resolution*, choose 1024x768 / 1152x864 / 1280x720 / 1280x768 / 1280x800 / 1280x960 / 1280x1024 / 1360x768 / 1366x768 / 1600x900 / 1600x1024 / 1680x1050 / 1920x1080 2. Apply changes**	The setting applies	FAIL	Resolution is not updated in Windowed Fullscreen	QTP-20	L.P.
OP-VD-4						**1. In *Overall Quality / View Distance / Anti-Aliasing / Post Processing / Shadows / Textures / Foliage / Shading*, choose Low / Medium / High 2. Apply Changes**	The changes are saved and displayed in the UI block	PASS WITH CAUTION	Texture and Foliage options have minimal visual impact on the game		L.P.
OP-VD-5						**1. In *VFX*, switch between Low and Medium options 2. Apply changes**	The changes are saved and displayed in the UI block	PASS			L.P.

OP-VD-6						**1. Ensure that the *Overall Quality* is set to Low or Medium or High** **2. Change the quality of any other setting on the page**	The *Overall Quality* changes to Custom if any of the other graphic settings have been changed	FAIL	Overall Quality change overrides later video changes	[QTP-26](QTP-26)	L.P.
OP-VD-7						**1. In *FPS limit*, choose 30 / 60 / 120 / Unlimited** **2. Apply changes**	The changes are saved and displayed in the UI block	PASS			L.P.
OP-VD-8						**1. In *VSync enabled*, choose True / False** **2. Apply changes**	The changes are saved and displayed in the UI block	PASS			L.P.
OP-VD-9						**Precodnition: have other monitor/s connected** **1. In *Monitor*, choose the other unapllied option/s** **2. Apply changes**	The setting applies	PASS			L.P.
OP-VD-10						**1. In *Windowing*, choose Windowed Fullscreen / Windowed / Fullscreen** **2. Apply changes**	The setting applies	PASS			L.P.
OP-VD-11							Apply changes UI prompt is present	PASS			L.P.
OP-VD-12						**1. Click Apply changes**	Apply changes UI prompt is functional	PASS			L.P.

OP-VD-13							The changes are not saved if the user returns to the Main Screen without clicking "Apply changes" UI prompt	PASS			L.P.
OP-VD-14							The Apply changes UI prompt is greyed out if no changes were applied	PASS			L.P.
OP-VD-15							The return UI prompt is present	PASS			L.P.
OP-VD-16						**1. Click the return UI prompt**	The return UI prompt is functional	PASS			L.P.
OP-VD-17							The auto-detect UI prompt is present	PASS			L.P.
OP-VD-18						**1. Click the auto-detect UI prompt**	The auto-detect UI prompt is functional	PASS			L.P.
					Controls						
						Keyboard					
CTL-1						**1. Assign a new key to a *Forward / Backward / Left / RIght / Jump / Pass Dialogie* actions 2. Apply changes**	The changes are saved and displayed in the UI block	PASS	QTP-19 This issue was observed while performing this test case. However, it will not directly fail the test case.		H.M
CTL-2							Apply changes UI prompt is present	N/A	No such UI is present		H.M
CTL-3						**1. Click Apply changes**	Apply changes UI prompt is functional	N/A	No such UI is present		H.M

								Result			
CTL-4							The changes are not saved if the user returns to the Main Screen without clicking "Apply changes" UI prompt	N/A	No such UI is present		H.M
CTL-5							The Apply changes UI prompt is greyed out if no changes were made	N/A	No such UI is present		H.M
CTL-6							The Reset to defaults UI prompt is present	PASS			H.M
CTL-7						**1. Click Reset to defaults UI prompt**	The Reset to defaults UI prompt is functional	PASS			H.M
		In-game UI block									
INB-1						**1. Start a new game 2. Proceed through the cutscene 3. Press ESC**	The UI element is present	PASS			H.M
INB-2						**1. Ensure the UI element contains "Resume", "Options", and "Quit" UI prompts**	The UI element contains three options	PASS			H.M
INB-3							The UI element is free of graphical issues	PASS			H.M
INB-4							The UI element is free of animation issues	PASS			H.M
INB-5							The UI element is free of text issues	PASS			H.M

INB-6							No sound issues are present when the In-game UI Screen is displayed	PASS			H.M
INB-7							No sound issues are present when interacting with the elements of the In-game UI Screen	PASS			H.M
INB-8							The user is taken to the next relevant screen upon clicking on each of the options	PASS			H.M
INB-9							The Resume UI prompt is present	PASS			H.M
INB-10						**1. Click the Resume UI prompt**	The Resume UI prompt is functional	PASS			H.M
INB-11							The Options UI prompt is present	PASS			H.M
INB-12						**1. Click the Options UI prompt**	The Options UI prompt is functional	PASS			H.M
INB-13							The Quit UI prompt is present	PASS			H.M
INB-14						**1. Click the Quit UI prompt**	Pressing the Quit UI prompt returns the user to the Main Screen	PASS			H.M
			Credits								
CRD-1						**1. Click "Credits"**	The Credits UI block opens	PASS			K.M.
CRD-2							No text issues are present	PASS			K.M.
CRD-3							No sound issues are present	FAIL			K.M.

CRD-4						List of authors is displayed without any naming mistakes	PASS			K.M.
CRD-5						The forth UI prompt is present	PASS			K.M.
CRD-6					**1. Click the forth UI prompt**	The forth UI prompt is functional	FAIL		QTP-24	K.M.
CRD-7						The back UI prompt is present	PASS			K.M.
CRD-8					**1. Click the back UI prompt**	The back UI prompt is functional	FAIL		QTP-24	K.M.
CRD-9						The return UI prompt is present	PASS			K.M.
CRD-10					**1. Click the return UI prompt**	The return UI prompt is functional	FAIL		QTP-28, QTP-24	K.M.
			Quit							
QT-1					**1. Click "Quit"**	The title is terminated	PASS			H.M