

UI Tests

ID	Description	Category	Author	Status
UI_START_CONTROLS_ESCAPE	When on the opening control screen and esc is pressed you should go to the main menu	UI	Adam Lynch	PASS
UI_START_CONTROLS_REDX	When on the opening control screen and the red x is clicked you should go to the main menu	UI	Adam Lynch	PASS
UI_START_MENU_START	When clicked the start button should take you to the difficulty selection screen	UI	Adam Lynch	PASS
UI_START_MENU_LOAD	When clicked the load button should take you to the save selection screen	UI	Adam Lynch	PASS
UI_START_MENU_CONTROLS	When clicked the controls button should take you to the opening control screen	UI	Adam Lynch	PASS
UI_START_MENU_MUTE	When sound is playing and the mute button is pressed the game should be muted and the button should switch to the unmute button	UI	Adam Lynch	PASS
UI_START_MENU_UNMUTE	When the game is muted and the unmute button is pressed then the game should start playing all its sounds again and the button should switch to the mute button	UI	Adam Lynch	PASS
UI_LOAD_SAVE1	When in the load screen pressing save 1 will load and start the game saved as save 1	UI	Adam Lynch	PASS
UI_LOAD_SAVE2	When in the load screen pressing save 2 will load and start the game saved as save 2	UI	Adam Lynch	PASS
UI_LOAD_SAVE3	When in the load screen pressing save 3 will load and start the game saved as save 3	UI	Adam Lynch	PASS
UI_LOAD_REDX	When in the load screen pressing the red X will return you	UI	Adam Lynch	PASS

	to the main menu			
UI_LOAD_ESC	When in the load screen pressing esc will return you to the main menu	UI	Adam Lynch	PASS
UI_DIFFICULTY_EASY	When in the difficulty screen clicking the easy button will start the game at the easy level of difficulty	UI	Adam Lynch	PASS
UI_DIFFICULTY_MEDIUM	When in the difficulty screen clicking the medium button will start the game at the medium level of difficulty	UI	Adam Lynch	PASS
UI_DIFFICULTY_HARD	When in the difficulty screen clicking the hard button will start the game at the hard level of difficulty	UI	Adam Lynch	PASS
UI_DIFFICULTY_REDX	When in the difficulty screen clicking the red x will return you to the main menu	UI	Adam Lynch	PASS
UI_MAIN_SAVE	When in the main game pressing the save button will take you to the save screen	UI	Adam Lynch	PASS
UI_MAIN_CONTROL_BUTTON	When in the main game pressing the controls information button will bring up the controls screen	UI	Adam Lynch	PASS
UI_MAIN_PAUSE_BUTTON	When in the main game pressing the pause button will pause the current game	UI	Adam Lynch	PASS
UI_MAIN_MUTE_BUTTON	When in the main game with sound playing pressing the mute button will mute the game and change the button to the unmute button	UI	Adam Lynch	PASS
UI_MAIN_UNMUTE_BUTTON	When in the main game with the sound muted pressing the unmute button will unmute the game and change the button to the mute button	UI	Adam Lynch	PASS
UI_MAIN_HOME_BUTTON	When in the main game pressing the home button will	UI	Adam Lynch	PASS

	return the player to the home screen			
UI_MAIN_PAUSE_P	When in the main game pressing p will pause the game	UI	Adam Lynch	PASS
UI_MAIN_ESC	When in the main game pressing the esc key will return you to the main menu	UI	Adam Lynch	PASS
UI_PAUSE_P	When in the pause screen pressing p will unpause the game	UI	Adam Lynch	PASS
UI_PAUSE_UNPAUSE_BUTTON	When in the pause screen pressing the pause button will unpause the game	UI	Adam Lynch	PASS
UI_PAUSE_BUTTONS	When in the pause screen the mute/unmute, save, controls and home buttons all work as normal	UI	Adam Lynch	PASS
UI_CONTROLS_ESC	When in the main game controls screen pressing esc will return you to the main game	UI	Adam Lynch	PASS
UI_CONTROLS_REDX	When in the main game controls screen pressing the red x will return you to the main game	UI	Adam Lynch	PASS
UI_SAVE_SAVE1	When in the saving screen pressing save 1 will save the current game state under save 1 and return you to the main menu	UI	Adam Lynch	PASS
UI_SAVE_SAVE2	When in the saving screen pressing save 2 will save the current game state under save 2 and return you to the main menu	UI	Adam Lynch	PASS
UI_SAVE_SAVE3	When in the saving screen pressing save 3 will save the current game state under save 3 and return you to the main menu	UI	Adam Lynch	PASS
UI_SAVE_REDX	When in the saving screen pressing the red x will take the player back to the main game	UI	Adam Lynch	PASS
UI_SAVE_ESC	When in the saving screen pressing the esc key will take the player back to the main	UI	Adam Lynch	PASS

	game			
UI_MG_TUTORIAL_ESC	When presented with the mini game tutorial if the escape button is pressed it can be closed	UI	James Little	PASS
UI_MG_RIGHT_ARROW_SUCC	When within the mini game pressing the Right arrow key at the correct time the player will be rewarded with a multiplier	UI	James Little	PASS
UI_MG_RIGHT_ARROW_NEG	When within the mini game pressing the Right arrow key at the wrong time the player will lose health	UI	James Little	PASS
UI_MG_LEFT_ARROW_SUCC	When within the mini game pressing the Left arrow key at the correct time the player will be rewarded with a multiplier	UI	James Little	PASS
UI_MG_RIGHT_ARROW_NEG	When within the mini game pressing the Left arrow key at the wrong time the player will lose health	UI	James Little	PASS
UI_MG_UP_ARROW_SUCC	When within the mini game pressing the Up arrow key at the correct time the player will be rewarded with a multiplier	UI	James Little	PASS
UI_MG_UP_ARROW_NEG	When within the mini game pressing the Up arrow key at the wrong time the player will lose health	UI	James Little	PASS
UI_MG_DOWN_ARROW_SUCC	When within the mini game pressing the Down arrow key at the correct time the player will be rewarded with a multiplier	UI	James Little	PASS
UI_MG_RIGHT_ARROW_NEG	When within the mini game pressing the Down arrow key at the wrong time the player will lose health	UI	James Little	PASS
UI_MG_EXIT	When in the mini game when pressing the ESC the user will return to the main menu	UI	James Little	PASS