

Master

Test Cases

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C1: Access Settings from In-Game UI

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is logged in and inside the game environment (not in combat).

Steps

Tap on the in-game UI menu icon (top-right or relevant icon).

Select the "Settings" button.

Expected Result

Settings menu should open with various tabs like Audio, Controls, Graphics, etc.

C2: Adjust Audio Settings

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

Settings menu is opened.

Steps

Go to the Menu > Setting > Audio

Decrease the master volume slider to 20%.

Confirm or exit.

Expected Result

Master volume should decrease, and changes should persist even after closing the menu.

C3: Open and Cancel Settings without Saving

Type	Priority	Estimate	References
Usability	Low	None	None
Automation Type			
None			

Preconditions

Player is in the in-game UI.

Steps

Open the Settings menu.

Navigate through settings but do not change anything.

Press back or close button.

Expected Result

Settings menu should close without making any changes. Game should return to previous state.

C4: Tap Exit Button from In-Game UI

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is idle or in a safe zone.

Steps

Tap on the in-game UI Menu icon to open menu.

Tap on the “Exit” button.

Confirm the prompt (if any).

Expected Result

Game session should close, and player should be returned to Server screen or device home screen or game launcher.

C5: Switch between unlocked characters

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player has unlocked more than one character.

Steps

Open the Character menu from in-game UI.

Tap on another unlocked character icon.

Confirm the switch if prompted.

Expected Result

The selected character becomes active and appears in the game environment.

C6: View Character Stats and Details

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

Player is in the Character menu.

Steps

Go to setting > Character

Select any character.

Tap on the "Stats" or "Details" tab.

Expected Result

Player should be able to view stats like HP, ATK, DEF, abilities, and other key attributes.

C7: Equip New Gear to Character

Type	Priority	Estimate	References
Functional	High	None	None

Automation Type
None

Preconditions

Player has gear items available in inventory.

Steps

- Go to the Character menu.
- Select an unequipped item from the equipment section.
- Tap on "Equip."

Expected Result

Item should appear equipped on the character, with updated stats if applicable.

C8: Attempt to Access Locked Character

Type	Priority	Estimate	References
Other	Medium	None	None
Automation Type			
None			

Preconditions

Player has not unlocked all characters.

Steps

- Go to the Character menu.
- Tap on a locked character icon.

Expected Result

The game should show a lock icon or message like “Unlock via story/level X or not unlocked yet” without letting the user select the character.

C9: Character Performs Basic Attack

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is in combat mode with enemies nearby.

Steps

Engage an enemy.

Tap the basic attack button.

Expected Result

The character should perform a basic attack animation and cause damage to the enemy's HP bar.

C10: Use Special Skill During Combat

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Character’s skill cooldown has reset, and energy is available.

Steps

Enter a combat area.

Tap the special skill button.

Expected Result

Special skill animation plays; the skill executes, and the intended effect (e.g., AoE damage, stun) is applied to enemies.

C11: Character Health Decreases When Hit

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is in combat and receives damage from enemy.

Steps

Stand near an enemy.

Let the enemy attack the player.

Expected Result

Player’s HP should decrease with each successful enemy hit.

C12: Character UI stability During combat

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

Player is engaged in continuous combat using multiple skills and movement.

Steps

Enter a combat zone.

Continuously use basic attacks, skills, and dodge while moving.

Observe the UI elements (health bar, skill icons, enemy info).

Expected Result

UI should remain stable with no flickering, misalignment, or disappearing elements during intense combat.

C13: Enemy Defeated After HP Zero

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

Enemy HP is reduced to near zero.

Steps

Attack enemy until HP bar is fully depleted.

Expected Result

Enemy should fall or disappear with a defeat animation; no further actions should be possible from that enemy.

C14: Open Inventory Panel

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is in an idle (non-combat) state.

Steps

Tap/click on the backpack or inventory icon in the main UI.

Expected Result

Inventory panel opens successfully showing all current items.

C15: Use a Consumable Item

Type	Priority	Estimate	References
Other	Medium	None	None
Automation Type			
None			

Preconditions

At least one usable item (e.g., HP potion) is present in inventory.

Steps

Open inventory.

Select a consumable item.

Tap "Use."

Expected Result

Item is used, character health/status is affected accordingly, item count is reduced by one.

C16: Check Item Sorting

Type	Priority	Estimate	References
Usability	Low	None	None
Automation Type			
None			

Preconditions

Inventory contains at least 5+ varied item types.

Steps

Open inventory.

Tap the “Sort” option by category (e.g., weapons, consumables).

Expected Result

Items should rearrange properly based on selected category.

C17: Open the World Map

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is not in combat or a restricted zone.

Steps

Tap/click on the minimap or “Map” icon in the game UI.

Expected Result

The full world map opens with visible unlocked regions, markers, and fast travel points.

C18: Use Fast Travel Feature

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

At least one fast travel point is already unlocked.

Steps

- Open the world map.
- Tap on an unlocked fast travel point.
- Confirm fast travel action.

Expected Result

Player is instantly moved to the selected location, and the map UI closes.

C19: Check Location Markers and Legends

Type	Priority	Estimate	References
Usability	Low	None	None
Automation Type			
None			

Preconditions

Multiple regions/activities are available on the map.

Steps

Open the world map.

View and hover/click over various icons and markers.

Expected Result

Each icon/marker should display relevant tooltip/info (e.g., boss icon shows level, chest icon shows status).

C20: View Available Daily Missions

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player is logged in and not in combat.

Steps

Open the main menu or quest tab.

Navigate to “Daily Missions” section.

Expected Result

List of daily missions is displayed with clear objectives, rewards, and progress bars (if applicable).

C21: Track Quest Progress

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

At least one daily mission is active.

Steps

Start playing the mission or completing its objectives.

Open the mission list intermittently.

Expected Result

The mission list updates progress in real-time or after completion of key objectives.

C22: Claim Daily Mission Rewards

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

At least one daily mission is completed.

Steps

Navigate to completed daily mission.

Tap on "Claim Reward."

Expected Result

Player receives the corresponding reward and the mission is marked as completed.

C23: Access Co-op Mode

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type			
None			

Preconditions

Player has unlocked Co-op Mode (based on in-game level/progress).

Steps

Open the game.

Navigate to the Multiplayer or Co-op tab.

Expected Result

Co-op screen loads successfully with UI to create/join a session or send invites.

C24: Send Invite to Friend

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

Both players are online and added as friends in-game.

Steps

Tap on "Invite Friend."

Select a friend from the list.

Wait for the response.

Expected Result

Friend receives an invite. Upon accepting, both players appear in the same Co-op session.