**Start-up**

1. Launch Deadlock
2. Press Any Key when prompted – this should cause the main menu screen to appear.
3. At this point (or before pressing any key) the menu music should be playing.
4. If you press the ‘Quit’ button, the game should close.
5. If you press the ‘Settings’ button – TBC

**Host Screen**

1. When on the host screen if you click back, it should go back to the main menu screen.
2. If you click the left arrow it should cycle through the maps going left.
3. If you press the right arrow it should cycle through the maps going right.
4. As you press either the left/right arrow button to cycle through the buttons you should see the map name in the format ‘Map: mapname’.
5. The map image should also change appropriately as you cycle through the maps.
6. What you enter as your name in the name field should be visible once you reach the lobby screen.
7. The current default port is ‘7777’, you could also use any other open/available ports.
8. When you click the host button you should see the lobby screen.

**Lobby Screen**

1. When on the lobby screen if you press the ‘Escape’ key, it should go back to the main menu screen.
2. You should check that the name displayed in the lobby screen is consistent with the one you entered at the host screen.
3. Also, the map picture displayed should by consistent with the map you selected at the host screen.
4. Clicking the switch team button should swap your name/character to the other side of the table to indicate that you are now part of the other team.
5. The default class should be ‘Sniper’ – by clicking the left arrow you should be able to cycle through the available Character Classes.
6. Additionally, by clicking the right arrow you should be able to cycle through the available Character Classes.
7. On each click of the left or right arrow it should display the appropriate class name alongside the correct class icon.
8. As you cycle through the Character Classes the icon next to your name should change appropriately.
9. By clicking either the Team 1 or Team 2 button it should add AI characters to the appropriate Team, either on the left or right hand side of the table that is centred in the screen.
10. You should check that when you click either the Team 1 or Team 2 button, the AI character added has the class type that is currently selected.
11. If you click ‘Play’, assuming you haven’t already clicked the ready button, nothing should happen.
12. When you click the ready button your name should go a bright white to indicate that you are ready to play.
13. If you click the ready button again your name should go back to a dull grey to indicate that you are not ready to play.
14. You should be able to set both the time and score limit from the lobby screen in the settings area – these will determine how the game will end when running.
15. If you are readied up, and you click the ‘Play’ button, the game should run with the appropriate parameters, e.g. if you added three AI teammates, you should see three teammates.