02_Test_Cases_Gameplay

Smoke Tests

ID	Title	Preconditions	Steps	Expected Result	Actual Result
TC-001	Main menu loading check	The game has started	1. Launch the game 2. Waiting the Main menu screen	The main menu is displayed without artifacts, all buttons are clickable	✅
TC-002	Launch the game	The player is on the main menu screen.	1. Press "Start Game"	The game starts, the level begins	✅
TC-003	Displaying the recipe on the screen	The game has started	1. Launch the game 2. Find the recipe description at the top of the screen	The correct recipe name and list of required ingredients are displayed	✅
TC-004	Dragging an ingredient into the pot	The game has started	1. Select the required item 2. Drag it to the pot area	The ingredient is "absorbed" by the pot, a sound effect is heard and a splash animation is seen	✅
TC-005	Dragging an ingredient past the pot	The game has started	1. Select a random ingredient 2. Drag past the pot	The ingredient is returned to its place.	✅
TC-006	Dragging the wrong ingredient	The game has started	1. Drag the wrong ingredient into the pot	Error effect (explosion) is reproduced, ingredient is not counted, life is taken away	✅
TC-007	Time is running out	The game has started	1. Do nothing until the timer ends.	Life is spent, the counter shows that there are fewer lives, a sound effect is played (breaking).	✅

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				The round ends if all lives are spent, the "Game Over" screen appears, the Final Score is shown and the Main menu clickable button	
TC-008	Collision of ingredient with the edge of the pot	The game has started	1. Throw the ingredient past the contents of the pot, hitting the wall of the cauldron	Ingredient breaks, sound effect plays, life is spent	✅
TC-009	Executing the correct recipe	The game has started	1. Add all the necessary ingredients to the pot	The potion is considered complete, and audio feedback is played.	✅
TC-010	Checking the response to ESC during the game	The game has started	1. Press ESC	No response / no pause / pause menu does not appear	✅
TC-011	End the game and return to the main menu	Game Over	1. Wait for the timer to end 2. Press "Main menu"	The player returns to the main menu.	✅

Additional test cases (Functional + Boundary test)

ID	Title	Purpose	Steps	Expected Result	Actual Result
TC-012	Drag the ingredient off the screen	Checking the behavior outside the pot zone	1. Start the game 2. Drag the ingredient out of the game window	The ingredient is either returned to its place or disappears with feedback	The ingredient is returned to its place
TC-013	Quick multiple addition of	Spam Resistance	1. Start the game 2. Throw ingredients into	The game correctly processes all events	In rare cases, an item gets stuck in the pot and needs

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	ingredients	Testing	the pot several times in a row	without lags and bugs	to be picked up and thrown again.
TC-014	The player enters the wrong recipe and finishes it with the correct one	Checking if invalid attempts are counted	1. Throw the wrong ingredient 2. Then assemble the correct recipe	The game does not count the item, takes away life and shows a new recipe	✅
TC-015	Reduce the game window to minimum during the round	Visual adaptation test	1. Start the game 2. Resize the window to minimum	UI adapts, no visual glitches	✅
TC-016	Drag and drop multiple ingredients at once (double click/drag)	Checking for duplicate events	1. Quickly click and drag 2+ ingredients	The game responds correctly and does not freeze.	The game reacts correctly, does not freeze. The game does not allow you to take 2 ingredients at a time.
TC-017	Try playing without sound (disabled in the system)	Testing UX when there is no sound	1. Turn off sound on computer 2. Play	The game remains understandable without audio feedback	✅
TC-018	Checking for a replay after a Game Over	Cyclicity of the game	1. End the match 2. Restart the game	The game starts correctly from scratch, without any remnants of the previous state	✅
TC-019	Remove one of the resources (eg sound/icon) before launch	Check for missing assets	1. Delete the file in the game folder PotionPoppers.pck or rename it	The game either gives an error message or skips without crashing	The game gives a message: "Error: Couldn't load project data at path ".". Is the .pck file missing? If you've renamed the executable, the associated .pck file should also be renamed to

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`					match the executable's name (without the extension)."