R14: Rocket League PC – Manual Test Execution

This test run includes the execution of all test cases created for the Rocket League PC testing project. It covers main menu navigation, casual gameplay, match flow, scoreboard validation, settings behavior, app stability, and network handling. The goal is to verify core game functionality, usability, and stability using keyboard controls on a PC environment. All observations and defects will be logged during execution.

Created On	1/19/2026
Completed	No

Passed	Blocked	Untested	Skipped	Failed
96% (26/27)	0% (0/27)	0% (0/27)	0% (0/27)	4% (1/27)

Automation Passed	Automation Failed	Automation Error
0% (0/27)	0% (0/27)	0% (0/27)

Test Cases

Main Menu & Navigation   6

Tests related to the main menu, navigation options, and screen transitions.

T105: Verify main menu loads successfully after game launch

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

User is logged in and game is launched

Steps

1. Launch Rocket League.
2. Wait for the game to load completely.
3. Observe the first screen displayed.

Expected Result

The main menu loads successfully and shows options like Play, Garage, Profile, Item Shop, Settings, and Quit.

Results

Passed	This test was marked as 'Passed'.

Naveen G.
1/19/2026 4:23 PM

Elapsed
32sec

Untested

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.

This test was marked as 'Untested'.

T106: Navigate to Play menu from main menu

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Main menu is visible

Steps

1. From the main menu, click on the "Play" option.
2. Wait for the Play menu to load.
3. Observe available playlists.

Expected Result

The Play menu opens and displays options like Casual, Competitive, Tournaments, Training, Play Offline, and Private Match.

Results

Passed

Naveen G.
1/19/2026 4:24 PM

Elapsed
24sec

This test was marked as 'Passed'.

Untested

This test was marked as 'Untested'.

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.

T107: Navigation using keyboard keys

Test Labels

Status	Type	Priority	Estimate
Passed	Usability	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Main menu is visible

Steps

1. Use arrow keys to move through menu options.
2. Press Enter on any highlighted option.

Expected Result

Menu selection moves correctly with arrow keys and pressing Enter opens the selected screen

Results

Passed	*This test was marked as 'Passed'.*
Naveen G. 1/19/2026 4:25 PM	
Elapsed 29sec	

Untested	*This test was marked as 'Untested'.*
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	

T108: Fast switching between menu options

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Main menu is visible

Steps

1. Switch quickly between multiple menu options using mouse clicks.
2. Switch multiple times in quick succession.

Expected Result

The menu responds smoothly without freezes, long delays, UI glitches, or crashes.

Results

Passed	*This test was marked as 'Passed'.*
Naveen G.	
1/19/2026 4:25 PM	
Elapsed	
42sec	

Untested	*This test was marked as 'Untested'.*
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

T109: Pressing ESC on main menu

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Low	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Main menu is visible

Steps

1. Press the ESC key once.
2. Observe the screen behavior.

The game does not close or behave unexpectedly. ESC should not exit the game and should keep the user on the main menu.

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:26 PM	
Elapsed 15sec	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	

T110: Return to main menu after exiting a match

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

User has completed a match

Steps

1. Finish any match.
2. Click "Exit to Main Menu."
3. Wait for the main menu to load.

Expected Result

The game returns to the main menu successfully and all menu options load normally.

Results

<table>
<tr><td>

Passed

Naveen G.
1/19/2026 4:31 PM

Elapsed
4min 45sec

</td><td>

This test was marked as 'Passed'.

</td></tr>
</table>

<table>
<tr><td>

Untested

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.

</td><td>

This test was marked as 'Untested'.

</td></tr>
</table>

Gameplay – Casual Mode   6

Tests for basic match flow, kickoff, car control, scoring, and end screen.

T111: Verify match loads successfully after clicking Find Match

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

User is in Casual playlist screen

Steps

1. Go to Play → Casual playlist.
2. Select any mode (example: 3v3 Standard).
3. Click "Find Match."
4. Wait for matchmaking to complete.

Expected Result

A match loads successfully, and the player joins the arena without any error.

Results

<table>
<tr><td>

Passed

Naveen G.
1/19/2026 4:32 PM

Elapsed

</td><td>

This test was marked as 'Passed'.

</td></tr>
</table>

30sec

T112: Verify kickoff countdown and match start

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Player has entered the arena

Steps

1. Wait for the kickoff countdown to begin.
2. Observe the numbers 3 → 2 → 1 displayed on screen.
3. Check if the car controls become active after countdown.

Expected Result

Kickoff countdown appears correctly, and the car becomes fully controllable when the match starts.

Results

T113: Verify basic car controls

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Player is inside an active match

Steps

1. Press W/S to move forward and backward.
2. Press A/D to turn the car left or right.
3. Use Left click of the mouse to boost.

Expected Result

Car moves in the expected direction, reacts immediately to keyboard inputs, and boosts correctly when boost is available.

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:34 PM	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM Assigned To Naveen G.	

T114: Verify scoring and goal animation

Test Labels

Status	Type	Priority	Estimate
Passed	Other	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Player is inside a match

1. Hit the ball towards the goal.
2. Observe the goal explosion animation.
3. Check if the scoreboard updates correctly.

Expected Result

Goal animation plays properly, score updates on the scoreboard, and the game resets for the next kickoff.

Results

Passed	*This test was marked as 'Passed'.*
Naveen G.	
1/19/2026 4:35 PM	
Elapsed	
40sec	

Untested	*This test was marked as 'Untested'.*
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

T115: Verify match timer and game flow

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Player is inside an active match

Steps

1. Observe the match timer for the first minute.
2. Check if gameplay continues smoothly during timer countdown.
3. Verify timer pauses only when expected (e.g. replays).

Expected Result

Timer counts down correctly, pauses only when intended, and match flow has no lag or interruptions.

Results

<table>
<tr><td>Passed

Naveen G.
1/19/2026 4:37 PM

Elapsed
1min</td><td>*This test was marked as 'Passed'.*</td></tr>
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<table>
<tr><td>Untested

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.</td><td>*This test was marked as 'Untested'.*</td></tr>
</table>

T116: Network interruption during match

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Player is inside a match with Wi-Fi connection

Steps

1. Disable Wi-Fi during an active match.
2. Observe game behavior for 5–10 seconds.
3. Re-enable Wi-Fi.
4. Observe how the match recovers.

Expected Result

Game should show connection warning, but not crash.
After reconnecting, the player should attempt to rejoin match or show appropriate message.

Results

<table>
<tr><td>Passed

Naveen G.
1/19/2026 4:39 PM

Elapsed</td><td>*This test was marked as 'Passed'.*</td></tr>
</table>

1min 8sec

<table>
<tr><td>Untested</td><td>*This test was marked as 'Untested'.*</td></tr>
<tr><td>Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.</td><td></td></tr>
</table>

Match Completion & Scoreboard   4

Tests that verify ending match behavior, scoreboard display, and replay option.

T117: Verify scoreboard appears after match ends

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Match has finished

Steps

1. Wait until the match timer reaches 0:00.
2. Observe the screen shown at the end of the match.

Expected Result

Scoreboard appears with both teams, final score, goals, assists, saves, shots, and ping values.

Results

<table>
<tr><td>Passed</td><td>*This test was marked as 'Passed'.*</td></tr>
<tr><td>Naveen G.
1/19/2026 4:42 PM

Elapsed
2min 1sec</td><td></td></tr>
</table>

<table>
<tr><td>Untested</td><td>*This test was marked as 'Untested'.*</td></tr>
<tr><td>Naveen G.
1/19/2026 4:17 PM

Assigned To</td><td></td></tr>
</table>

T118: Verify player statistics are displayed correctly

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Scoreboard is visible

Steps

1. Check your own player row.
2. Compare goals, assists, and saves to what happened in match.
3. Observe ping and score values.

Expected Result

Stats displayed for the player should match actual in-game performance (example: number of goals scored).

Results

Passed	*This test was marked as 'Passed'.*
Naveen G.	
1/19/2026 4:42 PM	
Elapsed	
17sec	

Untested	*This test was marked as 'Untested'.*
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

T119: Verify Save Replay option works

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	

None	None	No
Test Case Labels		

Scoreboard is visible

Steps

1. Click "Save Replay" on the match end screen.
2. Wait for confirmation.

Expected Result

Replay is saved successfully and a confirmation message appears (e.g., "Replay Saved").

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:43 PM	
Elapsed 17sec	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	

T120: Verify Exit to Main Menu from match end screen

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Scoreboard is visible

Steps

1. Click "Exit to Main Menu" on scoreboard screen.
2. Wait for loading to complete.

Player is taken back to the main menu without errors or blank screens.

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:43 PM	
Elapsed 12sec	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	

Settings (Video, Audio, Controls)   5

Tests for changing and applying video, audio, and control settings.

T121: Verify Settings menu opens successfully

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

User is on main menu

Steps

1. Click on "Settings" from the main menu.
2. Wait for the Settings screen to open.

Expected Result

Settings screen loads successfully showing tabs like Video, Audio, Controls, Interface, etc.

Results

Passed	This test was marked as 'Passed'.

Naveen G.
1/19/2026 4:44 PM

Elapsed
10sec

Untested

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.

This test was marked as 'Untested'.

T122: Verify Video settings can be changed and applied

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Settings screen is open on Video tab

Steps

1. Open Settings Go to Video tab.
2. Change any setting (example: Window Mode = Windowed).
3. Click Apply (if required) or confirm changes.
4. Return to main menu and reopen Settings Go to Video tab

Expected Result

The new video setting is saved and displayed correctly after reopening the menu

Results

Passed

Naveen G.
1/19/2026 4:44 PM

Elapsed
28sec

This test was marked as 'Passed'.

Untested

This test was marked as 'Untested'.

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.

T123: Verify Audio settings adjust game volume

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Settings screen is open on Audio tab

Steps

1. Open Settings Go to Audio tab.
2. Reduce Master Volume slider.
3. Return to main menu.
4. Start any casual match.
5. Listen for game volume.

Expected Result

Game audio volume is reduced based on the slider value.

Results

Passed	*This test was marked as 'Passed'.*
Naveen G.	
1/19/2026 4:45 PM	
Elapsed	
28sec	

Untested	*This test was marked as 'Untested'.*
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

T124: Verify Keyboard control bindings are visible

Test Labels

Status	Type	Priority	Estimate
Passed	Usability	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Is on Settings page and Controls tab is open

Steps

1. Click on View/Change Bindings.
2. Scroll through the list of actions.

Expected Result

All keyboard bindings (Move, Jump, Boost, Power Slide, etc.) are visible and readable.
No missing text or overlapped UI items.

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:46 PM	
Elapsed 29sec	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	

T125: Verify invalid key binding is blocked or gives feedback

Test Labels

Status	Type	Priority	Estimate
Failed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Key Binding screen is opened

1. Select any action to rebind (example: Jump).
2. Press a key that is already assigned to another action.
3. Observe system response.

Expected Result

Game should show a warning, prevent duplication, or rebind clearly without breaking other bindings.
No crash or unexpected behavior should occur.

Results

Failed

Naveen G.
1/19/2026 4:47 PM

Version
BC2_Update57+504897

Elapsed
39sec

Defects
Game accepts same key for opposite
actions (Forward/Backward)

Game accepts same key for Forward and Backward, causing car
movement to stop

Steps to Reproduce:

1. Open Settings.
2. Go to Controls.
3. Select View/Change Bindings.
4. Set **W** for Move Forward.
5. Set **W** again for Move Backward.
6. Start any casual match.
7. Try to move the car.

Expected Result:

Game should prevent assigning the same key to two opposite actions,
or display a warning message.
Car should move correctly using valid bindings.

Actual Result:

Game accepts duplicate key binding with no warning.
Inside match, the car does not move at all.
Controls fail due to conflicting commands.

Untested

Naveen G.
1/19/2026 4:17 PM

Assigned To
Naveen G.

This test was marked as 'Untested'.

App Stability (Minimize / Resume)

Tests for how the game behaves when minimized or switched using Alt+Tab.

T126: Verify game remains stable when minimized and resumed

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Game is running

User is on main menu or inside a match

Steps

1. While the game is running, press **Alt + Tab** to minimize the game.
2. Wait for 5 to 10 seconds.
3. Switch back to the game window.

Expected Result

Game resumes successfully without crash, freeze, or black screen.
User returns to the same screen where the game was minimized.

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:47 PM Elapsed 27sec	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM Assigned To Naveen G.	

T128: Verify game behavior when minimized for longer duration

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type	Is Automated	
None	None	No	
Test Case Labels			

Game is running

Steps

1. Minimize the game using **Alt + Tab**.
2. Keep the game minimized for 1 to 2 minutes.
3. Return to the game window

Expected Result

Game resumes normally or shows a proper reconnect/loading message.
Game does not crash or close unexpectedly.

Results

Passed	*This test was marked as 'Passed'.*
Naveen G.	
1/19/2026 4:50 PM	
Elapsed	
2min 52sec	

Untested	*This test was marked as 'Untested'.*
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

T127: Verify gameplay resumes correctly after Alt + Tab during match

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type	Is Automated	
None	None	No	
Test Case Labels			

Preconditions

User is inside an active casual match

1. During an active match, press **Alt + Tab** to switch to another application.
2. Wait for a few seconds.
3. Switch back to Rocket League.
4. Try to control the car.

Gameplay resumes correctly.
Car controls work as expected and no input lag or freeze is observed.

Results

Passed	This test was marked as 'Passed'.
Naveen G.	
1/19/2026 4:52 PM	
Elapsed	
38sec	

Untested	This test was marked as 'Untested'.
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

Network Behavior (Disconnect / Reconnect)   3

Tests for gameplay when network drops or reconnects.

T129: Verify game shows proper error when internet is disconnected on main menu

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Game is on the main menu

1. Start the game and stay on main menu.
2. Disconnect internet (turn off Wi-Fi or unplug cable).
3. Wait 5 to 10 seconds

Game shows a message like "No Internet Connection" or "Disconnected."
Online modes become unavailable.

Results

Passed	This test was marked as 'Passed'.
Naveen G.	
1/19/2026 4:53 PM	
Elapsed	
1min 7sec	

Untested	This test was marked as 'Untested'.
Naveen G.	
1/19/2026 4:17 PM	
Assigned To	
Naveen G.	

T130: Verify matchmaking stops and shows message when internet drops during queue

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

User is searching for a match

Steps

1. Open Play menu and choose Casual.
2. Start matchmaking.
3. While the game is searching, disconnect the internet.
4. Observe how the game reacts.

Expected Result

Matchmaking should cancel.
A clear message such as "Connection Lost" should appear.
The game should return to the lobby without crashing.

Results

Passed	*This test was marked as 'Passed'.*
Naveen G. 1/19/2026 4:55 PM	
Elapsed 53sec	

Untested	*This test was marked as 'Untested'.*
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	

T131: Verify the game reconnects after temporary internet loss

Test Labels

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	**Automation Type**	**Is Automated**	
None	None	No	
Test Case Labels			

Preconditions

Game must detect internet loss

Steps

1. Disconnect the internet.
2. Wait until the game shows a disconnection message.
3. Reconnect the internet.
4. Wait a few seconds.
5. Observe the screen.

Expected Result

The game should try to reconnect automatically or after confirmation.
Online features should start working again without needing to restart the game.

Results

Passed	This test was marked as 'Passed'.
Naveen G. 1/19/2026 4:55 PM	
Elapsed 12sec	

Untested	This test was marked as 'Untested'.
Naveen G. 1/19/2026 4:17 PM	
Assigned To Naveen G.	