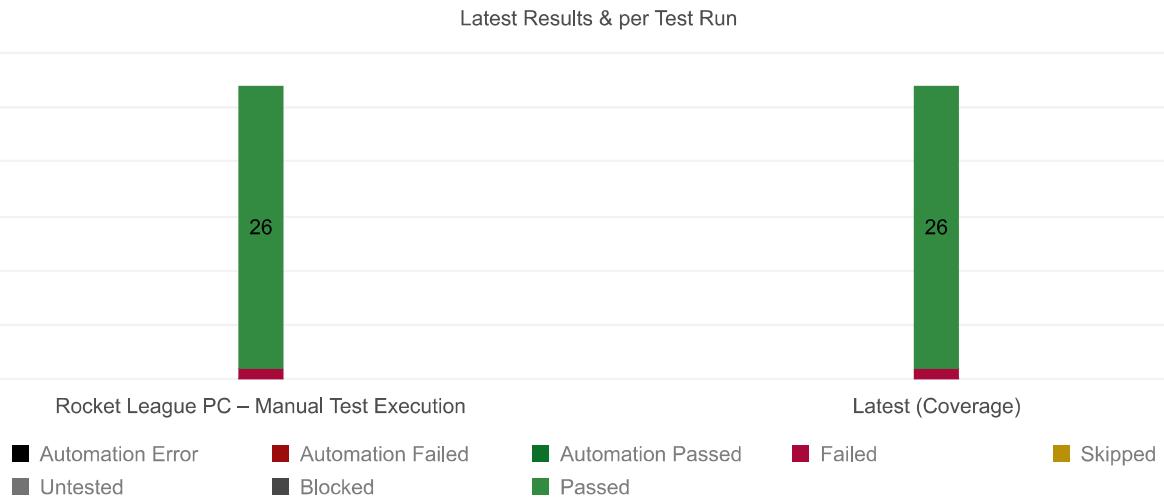




## Comparison for Cases (Results) 1/19/2026

Project: Rocket League Game Testing  
By Naveen Ganji, 1/19/2026 6:01 PM



## Test Runs

 The statistics and percent numbers of this report only include the test cases that match the selected filters, if any.

Monday, January 19, 2026

 Rocket League PC – Manual Test Execution 96%

	Rocket League PC – Manual Test Execution	Latest (Coverage)
Tests	27	27
Passed	 26 (96%)	 26 (96%)
Blocked	 0 (0%)	 0 (0%)
Untested	 0 (0%)	 0 (0%)
Skipped	 0 (0%)	 0 (0%)
Failed	 1 (4%)	 1 (4%)
Automation Passed	 0 (0%)	 0 (0%)
Automation Failed	 0 (0%)	 0 (0%)
Automation Error	 0 (0%)	 0 (0%)

## Comparison & Coverage

### 1. Main Menu & Navigation (6)

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

ID	Title	Rocket League PC – Manual Test Execution	Latest (Coverage)
C38	Verify main menu loads successfully after game launch	Passed	Passed
C39	Navigate to Play menu from main menu	Passed	Passed
C40	Navigation using keyboard keys	Passed	Passed
C41	Fast switching between menu options	Passed	Passed
C42	Pressing ESC on main menu	Passed	Passed
C43	Return to main menu after exiting a match	Passed	Passed

### 2. Gameplay – Casual Mode (6)

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

ID	Title	Rocket League PC – Manual Test Execution	Latest (Coverage)
C44	Verify match loads successfully after clicking Find Match	Passed	Passed
C45	Verify kickoff countdown and match start	Passed	Passed
C46	Verify basic car controls	Passed	Passed
C47	Verify scoring and goal animation	Passed	Passed
C48	Verify match timer and game flow	Passed	Passed
C49	Network interruption during match	Passed	Passed

### 3. Match Completion & Scoreboard (4)

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

ID	Title	Rocket League PC – Manual Test Execution	Latest (Coverage)
C50	Verify scoreboard appears after match ends	Passed	Passed
C51	Verify player statistics are displayed correctly	Passed	Passed
C52	Verify Save Replay option works	Passed	Passed
C53	Verify Exit to Main Menu from match end screen	Passed	Passed

### 4. Settings (Video, Audio, Controls) (5)

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

ID	Title	Rocket League PC – Manual Test Execution	Latest (Coverage)
C54	Verify Settings menu opens successfully	Passed	Passed
C55	Verify Video settings can be changed and applied	Passed	Passed
C56	Verify Audio settings adjust game volume	Passed	Passed
C57	Verify Keyboard control bindings are visible	Passed	Passed

C58	<a href="#">Verify invalid key binding is blocked or gives feedback</a>	Failed	Failed
-----	---	--------	--------

## 5. App Stability (Minimize / Resume) (3)

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

ID	Title	Rocket League PC – Manual Test Execution	Latest (Coverage)
C59	<a href="#">Verify game remains stable when minimized and resumed</a>	Passed	Passed
C61	<a href="#">Verify game behavior when minimized for longer duration</a>	Passed	Passed
C60	<a href="#">Verify gameplay resumes correctly after Alt + Tab during match</a>	Passed	Passed

## 6. Network Behavior (Disconnect / Reconnect) (3)

Tests for gameplay when network drops or reconnects.

ID	Title	Rocket League PC – Manual Test Execution	Latest (Coverage)
C62	<a href="#">Verify game shows proper error when internet is disconnected on main menu</a>	Passed	Passed
C63	<a href="#">Verify matchmaking stops and shows message when internet drops during queue</a>	Passed	Passed
C64	<a href="#">Verify the game reconnects after temporary internet loss</a>	Passed	Passed

Generated with TestRail [test management](#) software – 9.8.1.1506  
Report: Comparison for Cases (Results), by Gurock Software (Version 1)