

Master

Test Cases

Main Menu & Navigation 6

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

C38: Verify main menu loads successfully after game launch

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

C39: Navigate to Play menu from main menu

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

C40: Navigation using keyboard keys

Type	Priority	Estimate	References
Usability	Medium	None	None
Automation Type	Is Automated		
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

C41: Fast switching between menu options

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

Preconditions

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.

C42: Pressing ESC on main menu

Type	Priority	Estimate	References
Functional	Low	None	None
Automation Type	Is Automated		
None	No		

#### Test Case Labels

#### Preconditions

Main menu is visible

#### Steps

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

#### Expected Result

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

#### C43: Return to main menu after exiting a match

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

## Gameplay – Casual Mode 6

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

#### C44: Verify match loads successfully after clicking Find Match

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

C45: Verify kickoff countdown and match start

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

C46: Verify basic car controls

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

#### C47: Verify scoring and goal animation

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

#### Preconditions

Player is inside a match

#### Steps

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.

#### C48: Verify match timer and game flow

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type	Is Automated		
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.

#### C49: Network interruption during match

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type	Is Automated		
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.

## Match Completion & Scoreboard 4

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

### C50: Verify scoreboard appears after match ends

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

### C51: Verify player statistics are displayed correctly

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type	Is Automated		

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).

C52: Verify Save Replay option works

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

Preconditions

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”).

C53: Verify Exit to Main Menu from match end screen

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

#### Expected Result

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

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

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

#### C54: Verify Settings menu opens successfully

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

#### C55: Verify Video settings can be changed and applied

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type	Is Automated		
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

#### C56: Verify Audio settings adjust game volume

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type	Is Automated		
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.

#### C57: Verify Keyboard control bindings are visible

Type	Priority	Estimate	References
Usability	Medium	None	None
Automation Type	Is Automated		
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.

#### C58: Verify invalid key binding is blocked or gives feedback

Type	Priority	Estimate	References
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Functional	Medium	None	None
<b>Automation Type</b>	<b>Is Automated</b>		
None	No		
<b>Test Case Labels</b>			

#### Preconditions

Key Binding screen is opened

#### Steps

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.

### App Stability (Minimize / Resume) 3

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

#### C59: Verify game remains stable when minimized and resumed

Type	Priority	Estimate	References
Functional	High	None	None
<b>Automation Type</b>	<b>Is Automated</b>		
None	No		
<b>Test Case Labels</b>			

#### 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.

#### C61: Verify game behavior when minimized for longer duration

Type	Priority	Estimate	References
Functional	Medium	None	None

<b>Automation Type</b>	<b>Is Automated</b>
None	No
<b>Test Case Labels</b>	

Preconditions

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.

C60: Verify gameplay resumes correctly after Alt + Tab during match

<b>Type</b>	<b>Priority</b>	<b>Estimate</b>	<b>References</b>
Functional	Medium	None	None
<b>Automation Type</b>	<b>Is Automated</b>		
None	No		
<b>Test Case Labels</b>			

Preconditions

User is inside an active casual match

Steps

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.

Expected Result

Gameplay resumes correctly.

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

Network Behavior (Disconnect / Reconnect) 3

Tests for gameplay when network drops or reconnects.

C62: Verify game shows proper error when internet is disconnected on main menu

<b>Type</b>	<b>Priority</b>	<b>Estimate</b>	<b>References</b>
Functional	High	None	None
<b>Automation Type</b>	<b>Is Automated</b>		
None	No		

#### Test Case Labels

#### Preconditions

Game is on the main menu

#### Steps

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

#### Expected Result

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

#### C63: Verify matchmaking stops and shows message when internet drops during queue

Type	Priority	Estimate	References
Functional	High	None	None
Automation Type	Is Automated		
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.

#### C64: Verify the game reconnects after temporary internet loss

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type	Is Automated		
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.