

## Master

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### Test Cases

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#### Main Menu & Navigation 6

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

##### C38: Verify main menu loads successfully after game launch

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

##### 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

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

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

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

#### 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       |
| <b>Automation Type</b> | <b>Is Automated</b> |          |            |
| 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

### 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

### 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         | <b>Is Automated</b> |          |            |
| None                    | No                  |          |            |
| <b>Test Case Labels</b> |                     |          |            |

#### 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         | <b>Is Automated</b> |          |            |
| None                    | No                  |          |            |
| <b>Test Case Labels</b> |                     |          |            |

#### 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

## 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

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

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

#### 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       |
| <b>Automation Type</b> | <b>Is Automated</b> |          |            |
|                        |                     |          |            |

|                         |    |
|-------------------------|----|
| None                    | No |
| <b>Test Case Labels</b> |    |

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

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

#### 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         | <b>Is Automated</b> |          |            |
| None                    |                     |          |            |
| <b>Test Case Labels</b> |                     |          |            |

#### 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         | <b>Is Automated</b> |          |            |
| None                    |                     |          |            |
| <b>Test Case Labels</b> |                     |          |            |

#### 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

#### 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

#### 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 |
|------|----------|----------|------------|
|------|----------|----------|------------|

|                 |                     |      |      |
|-----------------|---------------------|------|------|
| Functional      | Medium              | None | None |
| Automation Type | <b>Is Automated</b> |      |      |
| None            | No                  |      |      |

#### 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       |
| Automation Type | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

#### 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

| Type                    | Priority            | Estimate | References |
|-------------------------|---------------------|----------|------------|
| 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

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

## 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

### 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 | <b>Is Automated</b> |          |            |
| None            | No                  |          |            |

### 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.