

TEST CASES

TC ID	Tset Scenario	Pre-Condition	Test Steps	Expected Result	Achual Result	Status (Pass/Fail)	Comments
TC001	Verify the game launches successfully	Game installed on device	1. Tap on the Among Us app icon 2. Wait for the game to load	Game should open without freezing or crashing	The game was normally open no crashing and no freezing	Pass	The starting was good no carshing and freezing
TC002	Verify the user can join an online looby	Game installed, stable internet connect	1. Open Among Us 2. Tap "Online" 3. Choose " Publice Game" 4. Select any Lobby 5. Join the game	Player must successfully enter the lobby without errors or long delays	The player successfully joined a public online lobby. No error, no lag, and no delay occurred during loading	Pass	The palyer successfully joined the game no error and no delay
TC003	Verify the user can create/host an online game	Game installed, internet connected	1. Open Among Us 2. Tap "online" 3. Tap "create game" 4. select map 5. select number of players 6. Tap "confirm"	A new lobby should be craeted and you should enter as the host	The game was successfully created a lobby. The player entered the lobby as the host without any delays or error	Pass	The game was successfully create a lobby. The lobby as the host without any delays or error
TC004	Verity that the host can start the game	Player is the host in an active lobby	1. crerate a lobby 2. Wait for Players to join 3. tap "Start"	Game should start and all players should be moved into the map	Game started successfully. All players moved into the game without delay	Pass	Working as expected
TC005	Verify that the character can move smoothly using the joystick	Inside an active game	1. Use joystick to move character 2. Move in all directions (up/down/left/right)	Movement should be smooth, responsive, no lag	Movement is smooth with no lag or delay	Pass	No issue found
TC006	Verify that tasks can be opented and completed	Player is crewmate inside a running game	1. Go to any availabe task 2. Tap the task 3. Complete the task mini-game	Task should open, complete successfully, and progress should update	Task opened and completed normally. Taskbar updated correctly	Pass	Task system functioning correcty

TC007	Verify the player can report a dead boby	Player in inside a running match; a dead boby is present	1. Go near a dead boby 2. Tap "report" button	Meeting should be triggered and all players moved to discussion screen	Dead boby successfully reported. Meeting started correctly	Pass	Reporting button workes as expected
TC008	Verify emergency meeting can be called	Cooldown not active; player in cafeteria (or map equivalent)	1. Go to emergency button 2. Tap "Use" 3. Tap "Emergency Meeting"	Immediate meeting should start for all players	Emergency meeting triggered successfully	Pass	Button is working normally
TC009	Verify voting works during meeting	Meeting started; voting time active	1. Select any player 2. Tap "vote" or "skip vote" 3. wait for results	Vote should register and results should display correctly	voting completed successfully. Result displayed without issues	Pass	Voting UI and logic working fine
TC010	Verify that the player can send and receive chat message	Inside a meeting or lobby	1. Open chat window 2. Type a message 3. Send the message 4. Check if other' messages appear	Message should send instantly and appear for all players	Chat message sent and received without delay	Pass	Chat functioning noramally
TC011	Verify an impostor can kill a crewmate	Player is the impostor; cooldown is complete	1. Approach a crewmate 2. Tap the "kill" button	Crewmate should die instantly and body should drop	Kill performed successfully and body spawned drop	Pass	Kill mechanic working
TC012	Verify the impostor can vent and switch between vents	Player is impostor inside a game	1. Stand near a vent 2. Tap "use" to enter vent 3. Switch to another vent 4. Exit	Player should enter, move through, and exit vents smoothly	Venting works properly without lag or glitches	Pass	Vent system functioning correctly
TC013	Verify impostor can sabotage lights and crewmates can fix it	Active game, at least one impostor	1. Imposter open sabotage menu 2. Select "light" 3. Crewmate goes to electrical panel 4. Adjust switches to fix light	Vision should reduce after sabotage and restore once fixed	Light sabotage and fix works correctly. Vision changes normally.	Pass	No issue found

TC014	Verify impostor can sabotage reactor and players can resolve it	Active game with impostor	1. Impostor selects "Reactor sabotage" 2. Crewmates go to reactor 3. Both players hold their hands on pads to resolve	Reactor meltdown timer should stop when both players interact	Reactor meltdown timer should stop when both players interact	Pass	Workes as expected
TC015	Verify O2 sabotage can be triggered and completed	Active game	1. Imposter triggers O2 2. crewmates go to O2 panels 3. Enter correct codes in both locations	O2 should stabilize and countdown should stop	O2 sabotage successfully triggered and resolved	Pass	No issue found
TC016	Verify how the game behaves when a player disconnects	Active game with multiple players	1. Start a match 2. Disconnect WiFi/Mobile data 3. Wait for network timeout	Game should show "Disconnected" message and return to menu	Disconnection message displayed properly and player returned to main screen	Pass	Network handling is stable
TC017	Verify that player can reconnect after network is restored	Player is disconnected mid-game	1. Disconnect from network 2. Try to reconnect after restoring network 3. Attempt to join the same or new lobby	Player should reconnect and join lobby normally	Reconnect successfully and join a lobby without errors	Pass	Network recovery working fine
TC018	Verify game sound effect and background music	Audio enabled in settings	1. Start game 2. Observe background music 3. Trigger actions (kill, task complete) 4. Check sound effects	All audio should play clearly without distortion	Music and sound effect played normally without glitches	Pass	Audio system stable
TC019	Verify maps, characters, animation, and UI render correctly	Game running on stable hardware	1. Check character animation 2. Check room textures 3. Observe movement 4. Interact with UI elements	No visual glitches, tearing, or missing textures	Graphics rendered smoothly; no glitches observed	Pass	Visual quality good
TC020	Verify player can exit mtach and return to main menu	Game running	1. tap setting during game 2. Tap "Leave Game" 3. Confirm exit	Player should retun to main menu without crash	Successfully exited to main menu no crash or frezze	Pass	Exit flow working correctly