**HEADZ GO RACING**

**Sourse: Steam**

=1= Localization

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| Summary | Win. The Main menu. RU. The "controls" button is shown in English in the “Settings” menu section after selecting Russian. |
| Description | The "controls" button label is shown in English in the “Settings” menu section after selecting the Russian language. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Settings” menu section shown as a gear.  3. Choose “Russian” in the language selection field of the “General” settings page.  4. Pay attention to the language of the submenu labels. |
| Actual | The "controls" button label is shown in English in the “Settings” menu section after selecting the Russian language. |
| Expected | The "Управление" button label is shown in Russian in the “Settings” menu section after selecting the Russian language. |
| Attachments | Localization\_controls.jpg |

=2= Localization

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| Summary | Win. The Main menu. RU. The "Units" field is shown in English in the “Settings” menu section after selecting Russian. |
| Description | The "Metric Units (kmh, N\*m)" text in English is shown in the "Units" selection field of the “General” section of the “Settings” menu after selecting the Russian language. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Settings” menu section shown as a gear.  3. Choose “Russian” in the language selection field of the “General” settings page.  4. Pay attention to the language of the text in “Units" selection field. |
| Actual | The "Metric Units (kmh, N\*m)" text in English is shown in the "Units" selection field of the “General” section of the “Settings” menu after selecting the Russian language. |
| Expected | The "Метрическая система мер (км/ч)" text in Russian is shown in the "Units" selection field of the “General” section of the “Settings” menu after selecting the Russian language. |
| Attachments | Localization\_metric\_unit.jpg |

=3= Localization

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| Summary | Win. The Main menu. RU. The "GeneralTab" submenu is shown in English in the “СООБЩЕСТВО” menu section after selecting Russian. |
| Description | The "GeneralTab" submenu label is shown in English in the “СООБЩЕСТВО” menu section after selecting the Russian language. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Settings” menu section shown as a gear.  3. Choose “Russian” in the language selection field of the “General” settings page.  4. Click “СООБЩЕСТВО” menu section.  5. Pay attention to the language of the text in "GeneralTab" submenu label.  Actual result:  The "GeneralTab" submenu label is shown in English in the “СООБЩЕСТВО” menu section after selecting the Russian language.  Expected result:  The "Общая вкладка" text in Russian is shown in the “СООБЩЕСТВО” menu section after selecting the Russian language. |
| Attachments | Localization\_comunity\_General.jpg |

=4= Localization

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| Summary | Win. The Main menu. RU. The “events” submenu is shown in English in the “СООБЩЕСТВО” menu section after selecting Russian. |
| Description | The “events” submenu label is shown in English in the “СООБЩЕСТВО” menu section after selecting the Russian language. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Settings” menu section shown as a gear.  3. Choose “Russian” in the language selection field of the “General” settings page.  4. Click “СООБЩЕСТВО” menu section.  5. Pay attention to the language of the text in “events” submenu label.  Actual result:  The “events” submenu label is shown in English in the “СООБЩЕСТВО” menu section after selecting the Russian language.  Expected result:  The “события” text in Russian is shown in the “СООБЩЕСТВО” menu section after selecting the Russian language. |
| Attachments | Localization\_comunity\_events.jpg |

=5= Functional

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| Summary | Win. The Main menu: Shop. The kit items without icons are shown in the “Engine” section of the “TUNE KITS” screen. |
| Description | The kit items without icons are shown in the “Engine” section of the “TUNE KITS” screen from the “SHOP” section of the main menu. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “SHOP” menu section.  3. Click the “TUNE KITS” submenu item of the “CARS & PARTS” menu subsection.  4. Click “Engine” menu item.  5. Pay attention to the display of kit items.  Actual result:  The kit items without icons are shown in the “Engine” section of the “TUNE KITS” screen from the “SHOP” section of the main menu.  Expected result:  The icons are shown on the kit items in the “Engine” section of the “TUNE KITS” screen from the “SHOP” section of the main menu. |
| Attachments | Logo on a Kit.jpg |

=6= Functional

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| Summary | Win. The Main menu: Play. The event schedule is shown above the game mode buttons on the “Play” menu section after returning to the “Play” menu screen. |
| Description | The event schedule is shown above the game mode buttons on the “Play” menu section after returning to the “Play” menu screen. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Play” menu section.  3. Click the “Fun Stuff” item.  4. Click the “Back” button on the opened screen.  5. Click the “Play” menu section to hide the menu screen.  6. Click the “Play” menu section again to show the menu screen.  7. Pay attention to the object is displayed above the game mode buttons.  Actual result:  The event schedule is shown above the game mode buttons on the “Play” menu section after returning to the “Play” menu screen.  Expected result:  The items of the “Play” menu are displayed on the screen without event schedule above them. |
| Attachments | EventTable over buttons.jpg |

=7= Functional

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| Summary | Win. PRACTICE. The track fence texture is shown stretched at the right side of the start of the race. |
| Description | The track fence texture is shown stretched and smeared at the right side of the start of the race. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Play” menu section.  3. Click the “Practice” item.  4. Click the “GO PRACTICE” button on the opened screen.  5. Follow right from the start of the race to the track fence.  6. Pay attention to how the texture of the track fence is shown.  Actual result:  The track fence texture is shown stretched and smeared at the right side of the start of the race.  Expected result:  The track fence texture is shown with distinct cell structure at the right side of the start of the race. |
| Attachments | Menu\_Cars&Parts.jpg |

=8= Functional

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| Summary | Win. The Main menu: Play. The "Practice" item is displayed without highlighting on the "Play" menu screen after hovering the mouse. |
| Description | The "Practice" item is displayed without highlighting on the "Play" menu screen after hovering the mouse. |
| Steps | Win 7 x32 Home Premium  Build # 0.3.4.13  1. Launch the “High Octane Drift” game.  2. Click the “Play” menu section.  3. Hover the mouse over the “Practice” item.  4. Pay attention to the highlighting of the "Practice" item after hovering the mouse.  Actual result:  The "Practice" item is displayed without highlighting on the "Play" menu screen after hovering the mouse.  Expected result:  The "Practice" item is displayed with highlighting on the "Play" menu screen after hovering the mouse. |
| Attachments | Hover.jpg |