

Project Details							
Test Case ID	Test Case Description	Preconditions	Test Steps	Expected Result	Actual Result	Status	Comments
TC-01	Verify that the game pauses when the Pause button is pressed	Game is running in Level 1.	1. Tap the Pause button.	Gameplay stops immediately, and the Pause Menu becomes visible.	Not Executed	—	—
TC-02	Verify that the game resumes from the pause state when Resume is pressed	Game is paused and the Pause Menu is open.	1. Tap the Resume button.	Gameplay continues from the same state before pausing (no movement or timer jump).	Not Executed	—	—
TC-03	Verify that the Restart button restarts the level from the beginning	Game is paused and the Pause Menu is open.	1. Tap the Restart button.	Level reloads from the start; previous game state is discarded.	Not Executed	—	—
TC-04	Verify that the Settings Menu opens from the Pause Menu	Game is paused and the Pause Menu is open.	1. Tap the Settings button.	Settings Menu opens successfully.	Not Executed	—	—
TC-05	Verify that the Pause Menu remains responsive after being open for 5 minutes	Game is paused and the Pause Menu is open.	1. Leave Pause Menu open for 5 minutes. 2. Tap Resume, Restart, Settings.	Pause Menu remains fully responsive; no lag, freeze, or UI malfunction.	Not Executed	—	—
TC-06	Verify that pausing and resuming repeatedly does not alter the game state	Game is running in Level 1.	1. Tap the Pause button. 2. Tap Resume button. 3. Repeat steps 1-2 three times	Game state remains consistent across all the cycles (position, score, timer unchanged).	Not Executed	—	—
TC-07	Verify that pressing Back in the Settings Menu returns to the Pause Menu	Settings Menu is opened.	1. Tap the Back button.	Settings Menu closes and Pause Menu reappears.	Not Executed	—	—
Functional Test Cases							
Test Case ID	Test Case Description	Preconditions	Test Steps	Expected Result	Actual Result	Status	Comments
TC-01	Verify that the game pauses when the Pause button is pressed	Game is running in Level 1.	1. Tap the Pause button.	Gameplay stops immediately, and the Pause Menu becomes visible.	Not Executed	—	—
TC-02	Verify that the game resumes from the pause state when Resume is pressed	Game is paused and the Pause Menu is open.	1. Tap the Resume button.	Gameplay continues from the same state before pausing (no movement or timer jump).	Not Executed	—	—
TC-03	Verify that the Restart button restarts the level from the beginning	Game is paused and the Pause Menu is open.	1. Tap the Restart button.	Level reloads from the start; previous game state is discarded.	Not Executed	—	—
TC-04	Verify that the Settings Menu opens from the Pause Menu	Game is paused and the Pause Menu is open.	1. Tap the Settings button.	Settings Menu opens successfully.	Not Executed	—	—
TC-05	Verify that the Pause Menu remains responsive after being open for 5 minutes	Game is paused and the Pause Menu is open.	1. Leave Pause Menu open for 5 minutes. 2. Tap Resume, Restart, Settings.	Pause Menu remains fully responsive; no lag, freeze, or UI malfunction.	Not Executed	—	—
TC-06	Verify that pausing and resuming repeatedly does not alter the game state	Game is running in Level 1.	1. Tap the Pause button. 2. Tap Resume button. 3. Repeat steps 1-2 three times	Game state remains consistent across all the cycles (position, score, timer unchanged).	Not Executed	—	—
TC-07	Verify that pressing Back in the Settings Menu returns to the Pause Menu	Settings Menu is opened.	1. Tap the Back button.	Settings Menu closes and Pause Menu reappears.	Not Executed	—	—
Negative Test Cases							
Test Case ID	Test Case Description	Preconditions	Test Steps	Expected Result	Actual Result	Status	Comments
TC-N01	Pause button tapped while game is already paused	Game is paused and the Pause Menu is open.	1. Tap the Pause button again.	No action occurs; Pause Menu remains visible and stable; game does not resume, freeze, glitch, or crash.	Not Executed	—	—
TC-N02	Resume pressed when game is not paused	Game is running in Level 1 (not paused)	1. Tap the Resume button (from any UI overlay where applicable).	No action occurs; game continues running normally; no crash, no unintended pause, no state corruption.	Not Executed	—	—
TC-N03	Restart tapped before the level is fully loaded	Level loading screen is visible; gameplay has not started.	1. Tap the Restart button before the level finishes loading.	Restart action is ignored; loading continues normally without freezing, crashing, or looping.	Not Executed	—	—
Edge Test Cases							
Test Case ID	Test Case Description	Preconditions	Test Steps	Expected Result	Actual Result	Status	Comments
TC-E01	Rapid tapping on Restart button (5 taps within 2 seconds)	Game is paused and Pause Menu is open.	1. Tap the Restart button rapidly (5 times within 2 seconds).	Game restarts once; no crash, no freeze, no duplicate reload.	Not Executed	—	—
TC-E02	Rapid tapping on Pause button (10 taps in 3 seconds)	Game is running in Level 1.	1. Tap the Pause button repeatedly (10 times within 3 seconds).	Only one Pause action is triggered; the game does not freeze; UI does not glitch; no multiple Pause states are opened.	Not Executed	—	—
TC-E03	Pause button pressed during the start of a scripted cutscene	Player reaches a trigger that starts Cutscene-1 in Level 1.	1. Tap the Pause button immediately when the cutscene begins.	Cutscene freezes clearly when paused and resumes without breaking animations or sequence.	Not Executed	—	—
TC-E04	Pause button pressed while level is loading	Level 1 is in the loading state; gameplay has not started.	1. Tap the Pause button while the level is still loading.	Pause action is ignored; no menu appears; loading continues normally without glitches, freezes, or partial UI overlap.	Not Executed	—	—
TC-E05	Player input given during pause transition	Game is running in Level 1.	1. Tap the Pause button and immediately move the player.	Player movement does not occur; pause transition completes normally; no animation, movement, or state change occurs.	Not Executed	—	—
UI Test Cases							
Test Case ID	Test Case Description	Preconditions	Test Steps	Expected Result	Actual Result	Status	Comments
TC-U01	Verify Pause button visibility and accessibility during gameplay	Game is running.	1. Observe the Pause button during gameplay. 2. Check its size, visibility, and position on the screen. 3. Verify it is not overlapped or obstructed by other UI elements.	Pause button is always visible, not overlapped by any other UI element; large enough to avoid misclicks.	Not Executed	—	—
TC-U02	Verify alignment and spacing of Pause Menu UI elements	Game is paused and the Pause Menu is open.	1. Observe the layout of the Pause Menu. 2. Check alignment of the Resume, Restart, and Settings buttons. 3. Verify spacing between elements is consistent and nothing overlaps or touches screen edges.	All UI elements are properly aligned, evenly spaced, and displayed without overlap or misalignment.	Not Executed	—	—