

Pause Menu – Test Scenario Document

Project: Mobile Game

Module: Pause Menu

Version: 1.0

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1. Objective

To validate the functionality, stability, and UI behavior of the Pause Menu in a mobile game, ensuring that the game pauses, resumes, restarts, and navigates to the Settings Menu correctly under normal, edge, and negative user interactions.

2. Feature Description

The Pause Menu allows the player to temporarily stop gameplay and access key options.

When opened, the game state should freeze immediately.

The Pause Menu provides:

- **Resume** – return to gameplay
- **Restart** – restart the current level
- **Settings** – open the Settings Menu
- **Back (inside Settings)** – return to Pause Menu

This feature must handle fast taps, repeated actions, and varying screen sizes without bugs or inconsistencies.

3. In Scope

This document only covers the following areas of the Pause Menu feature:

- Pausing and resuming gameplay
 - Restarting the level
 - Opening and closing the Settings Menu
 - Visibility and usability of Pause Menu UI
 - Responsiveness on different screen sizes
 - Stability during repeated or rapid interactions
 - Edge behaviors (pausing during input, cutscene, loading, etc.)
 - Negative behaviors (invalid interactions, disabled buttons, etc.)
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4. Out of Scope

The following areas are NOT part of this test:

- Settings Menu internal functionalities (sound sliders, controls, graphics settings)
 - Game performance testing (FPS, memory usage)
 - Save/load mechanics
 - Multiplayer or online sync behavior
 - Shaders, animations, or transitions outside Pause Menu
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5. Assumptions

- Player is on Level 1 and gameplay is active
 - Device touch screen is functioning normally
 - Game runs at a stable frame rate
 - UI assets are correctly loaded
 - There are no OS notifications interrupting the app during testing
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6. Dependencies

- Stable build with functional Pause Menu
 - Navigation between Pause → Settings → Pause implemented
 - Restart logic implemented by the developer
 - UI designed to support both landscape and portrait layouts
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7. Risks

- Multiple pause triggers may cause overlapping states
 - Restart spam could cause crash or duplicate loads
 - Pause during scripted events may break game logic
 - Small-screen devices may hide or overlap UI elements
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8. Entry Criteria

Testing begins only when:

- Gameplay is functional
 - Pause button appears and responds to input
 - Resume, Restart, Settings, and Back buttons are implemented
 - UI layout is stable enough for initial tests
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9. Exit Criteria

Testing is complete when:

- All planned test scenarios are executed
 - All related test cases (functional, negative, edge, UI) pass
 - No major defects remain
 - Minor UI issues are logged and documented
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10. Test Scenarios

Test Scenario ID	Test Scenario Description
TS-01	Verify that the game pauses when the player taps the Pause button during active gameplay.
TS-02	Verify that the game resumes correctly when the player taps the Resume button, returning to the same game state.
TS-03	Verify that the level restarts from the beginning when the player taps the Restart button in the Pause Menu.
TS-04	Verify that the Settings Menu opens when the player taps the Settings button from the Pause Menu.
TS-05	Verify that tapping the Back button inside the Settings Menu navigates the

	player back to the Pause Menu.
TS-06	Verify that player movement or input does not interfere with the pause action when the Pause button is tapped.
TS-07	Verify that pausing the game during an active cutscene freezes the scene safely without breaking the flow when resumed.
TS-08	Verify that tapping the Pause button during level loading does not interrupt or corrupt the loading process.
TS-09	Verify that rapid tapping on Pause or Restart buttons does not cause crashes, multiple triggers, or inconsistent game states.
TS-10	Verify that the Pause Menu UI is properly aligned, visible, and responsive across different screen resolutions and aspect ratios.

11. References

- Pause Menu Test Case Sheet (Functional, Negative, Edge, UI)
- Latest game build notes
- Developer-provided Pause Menu flow