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|-----------------------|------------------------------------------------------------------------------|-------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|---------------|--------|----------|
|                       |                                                                              | Project Details                                             |                                                                                                                                                                                                                |                                                                                                                        |               |        |          |
|                       |                                                                              | Project Name:                                               | Mobile Game                                                                                                                                                                                                    |                                                                                                                        |               |        |          |
|                       |                                                                              | Module Name:                                                | Pause Menu                                                                                                                                                                                                     |                                                                                                                        |               |        |          |
|                       |                                                                              | Created By:                                                 | Shwabh Pasha                                                                                                                                                                                                   |                                                                                                                        |               |        |          |
|                       |                                                                              | Created Date:                                               | 02-Dec-2025                                                                                                                                                                                                    |                                                                                                                        |               |        |          |
|                       |                                                                              |                                                             |                                                                                                                                                                                                                |                                                                                                                        |               |        |          |
| 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 same state when Resume is pressed      | Game is paused and the Pause Menu is open.                  | 1. Tap the Resume button.                                                                                                                                                                                      | Gameplay continues from the exact 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.<br>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 Pause button.<br>2. Tap Resume button.<br>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 it appears visible)                                                                                                                                        | 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 restart 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 cleanly 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 joystick.                                                                                                                                                     | Player movement does not occur; pause transition completes normally; no animation, movement, or state change.          | 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.<br>2. Check its size, visibility, and position on the screen.<br>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.<br>2. Check alignment of the Resume, Restart, and Settings buttons.<br>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  | ---    | ---      |