

# Pause Menu – Test Scenario Document

**Project:** Mobile Game  
**Module:** Pause Menu  
**Version:** 1.0  
**Prepared By:** Shoaib Pasha  
**Date:** 01-12-2025

---

## 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.)
- 

### 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
-

## 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
- 

## 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
- 

## 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
-

## 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
- 

## 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
- 

## 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