

TestID	Name	Precondition	Action	Expected result	Author
0	Initialization	Device Running	Click app's icon in app-directory	App Running	Johannes
		App installed		Main menu displayed	
		At least API 10 support			
1	Start Race	App running	Click "Start Race" button	App Running	Johannes
		At correct menu		App switched to realtime render mode	
				Race initiated	
2	UI-Joystick-enable	In realtime render mode	Click at point at 100px < x < 300px (x-axis)	A circle centered around touched px visible	Johannes
		Joystick disabled			
		Race running			
3	UI-Joystick-hold	In realtime render mode	Keep finger pressed to the screen	Circle still rendered, same spot, same look	Johannes
		Joystick enabled	Drag finger around	Position relative to circle center stored/updated in variables if finger inside circle	
		Race running		No position sent if finger outside circle	
4	UI-Joystick-disable	In realtime render mode	Release finger	Circle not rendered	Johannes
		Joystick enabled		Position variables set to 0	
		Race running			
5	Vehicle move user-controlled	In realtime render mode	Drag finger around	Translation and rotation of graphical view of player vehicle according to action	Johannes
		Joystick hold		Translation and rotation of camera so that view is centered around users vehicle	
		Race running			
6	Vehicle move uncontrolled	In realtime render mode	Drive into other vehicle	Translation and rotation of other vehicle and player vehicle according to model	Johannes
		Race running		Translation and rotation of camera so that view is centered around users vehicle	
7	Vehicle move ai-controlled	In realtime render mode	No user input	Translation and rotation of ai-controlled vehicle according to model	Johannes
		Race running		No translation or rotation of camera view	
8	UI ignored pre-start, post-finish	In realtime render mode	Press all ui-components pre-start	No action	Johannes
		Race not running	Press all ui-components post-finish	No action	
9	Finish ordinary	In realtime render mode	Let any vehicle pass goal-spot n times (n=laps)	User displayed his/hers final position	Johannes
		Race running		Race result passed to menu-mode	
				App switched to menu-mode	
				Player state is updated accordingly	
				Entered Game-menu	
10	Finish destruction	In realtime render mode	Let all other vechiles get destroyed by a vehicle	User displayed his/hers final position	Johannes
		Race running		Race result passed to menu-mode	
				App switched to menu-mode	
				Player state is updated accordingly	
				Entered Game-menu	
11	UI-shoot-button	In realtime render mode	Press button "shoot"	A view object representing a shot is created and displayed	Johannes
		Race running		Ammo-gauge is decreased	
		Shooting-weapon mounted			
12	UI-switch-weapon-button	In realtime render mode	Press button "Change weapon"	Change-event sent to model	Johannes
		Race running		Weapon is changed to next weapon in list (indicated in view)	
		> 2 active weapon-systems mounted			
13	UI-pause-button	In realtime render mode	Press button "Pause"	In case of singleplayer: game pauses and pausemenu is displayed up front	Johannes
		Race running		In case of multiplayer: game continues and pausemenu is displayed up front	
14	Quit App	App running	Press button "Quit App"	App exited nicely.	Johannes
		At main menu			
15	New Game	App running	Press button "New Game"	Entered Game-menu	Johannes
		At main menu	Input Name:"JoeDoe"	"JoeDoe" set as active Player	
			Click button "Create"		
16	Save game	App running	Press button "Save Game"	Visual feedback is displayed that player is saved	Johannes
		At Game-menu		If listing saved games "JoeDoe" will show up	
		Player set to "JoeDoe"			
17	Load game	App running	Press button "Load Game"	Entered Game-menu	Johannes
		At main menu	Select "JoeDoe"	"JoeDoe" set as active Player	
		"JoeDoe" game saved previously		State from last save is preserved	
18	Quit Game	App running	Press button "Quit Game"	Entered Main menu	Johannes
		At Game menu			

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19	Collect PowerUp	Race running	Drive over a powerup	Associated quantity in view is increased (May be speed, ammo, money or similar)	Johannes
20	Buy vehicle	App running	Press button "Buy Vehicle"	At Vehicle Management Menu	Jan
		At Vehicle management menu	Select vehicle from menu	Vehicle can be obtained through clicking button "View my cars"	
		With sufficient funds	Confirm selection		
21	Sell vehicle	App running	Press button "Sell vehicle"	At Vehicle Management Menu	Jan
		At Vehicle management menu	Select vehicle from menu	The selected vehicle was sold and it's value added to funds	
			Confirm selection		
22	Repair vehicle	App running	Press button "Repair vehicle"	At Vehicle Management Menu	Jan
		At Vehicle management menu	Select vehicle from menu	The repaired vehicle hit points should be replenished	
		With sufficient funds	Confirm selection		
23	Check vehicle Condition	App running	Press button "Vehicle management"	At Vehicle Management Menu	Jan
		At Game Menu		Vehicle condition visible	
25	Select vehicle	App running	Press button "Select vehicle"	Weapons currently mounted is indicated in view	Jan
		At Vehicle management menu	Confirm selection	The vehicle becomes visible in the garage.	
26	Collision vehicle damage	Race running	Hit damaging game object	The vehicle hit points are deducted with the corresponding amount	Jan
27	vehicle weapon damage	App running	Hit weapon object	The vehicle hit points are deducted with the corresponding amount	Jan
28	in-game pause button	Race running	Press button "Pause"	Pause menu visible	Johannes
29	pause-menu continue	App running	Press button "Continue Race"	Race continues	Johannes
		Race paused			
		Pause Menu displayed			
30	pause-menu quit	App running	Press button "End Race"	Race is aborted	Johannes
		Race paused		Player car keeps accumulated damage	
		Pause Menu displayed		Player lost race	
31	win	App running	Finish first	Player founds does not change	Johannes
		Race running		Enter Game menu	
				Founds and statistics is updated	
32	Buy/Mount weapon	App running	Press button "Buy weapon"	Player car keeps any accumulated damage	Johannes
		At garage	Click any of the options	Clicked weapon shows up when listing car's weapons	
		Sufficient founds			
33	Sell/Unmount weapon	App running	Press button "List car weapons"	Player founds increased by value of the used weapon sold	Johannes
		At garage	Click mounted weapon and hold until menu shows		
		A weapon mounted	Select "Sell"		
34	Check profile statistics	App running	Press button "Stats"	Displayed list of stats, wins/losses and similar	Johannes
		At Game menu			
35	Enter Multiplayer Menu	App running	Press button "Multiplayer"	Enter menu "Multiplayer"	Johannes
		At Game menu			
36	Search Games	App running	Press button "Search Games"	Visual indication of that searching is ongoing	Johannes
		At Multiplayer-menu		Lists available servers if any	
		Active internet connection			
37	Enter multiplayer race	App running	Press any listed game	Waiting for other player until enough player has entered	Johannes
		At Multiplayer-menu		Race starts	
		Active internet connection			
		Multiplayer games listed			
38	Quit multiplayer menu	App running	Press button "Exit Multiplayer"	Enter menu "Game menu"	Johannes
		At Multiplayer-menu			

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39	Settings menu button	App running	Press button "Settings"	Enter menu "Settings"	Johannes
		At main menu			
40	Change settings	App running	Manipulate all settings-options displayed	Feedback in view "New settings applied"	Johannes
		At menu "Settings"	Press "Apply"	Game starts acting by the new settings (eg music volume changes etc)	
41	Quit settings	App running	Press "Main menu"	Enter menu "Main menu"	Johannes
		At menu "Settings"			
42	Settings persist	App running	Quit App	Settings unaltered by restarting app	Johannes
			Initialize app		
43	Simple map	App running	Start Race	Race is started	
				Track contains at least a goal-spot (finish line) and some round path	Johannes
44	Advance map	App running	Start race	Race is started	
				Track contains a map with interactable areas and multiple paths (short-cuts)	Johannes