***SportZ***

**TEST** CASES AND REQUIREMENTS TEST COVERAGE REPORT

Version 1.0

Prepared by Team SportZ

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**VERSION HISTORY**

| **Version #** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| --- | --- | --- | --- | --- | --- |
| 1.0 | Lim Sheng Zhe | 27/3/2022 |  |  | Initial Draft |
| 1.1 | Chia Songcheng | 9/4/2022 |  |  | Updated Pause , Settings , Credits test cases |
|  |  |  |  |  |  |

TC-1

| **Test Case ID:** TC-1 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Open game | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player able to open game application | |
| **Pre-conditions:** Player must have the game application executable file “SportZ.exe” | |
| **Dependencies:** | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Open “SportZ” executable file | SportZ.exe | Player should see the game main menu | Game main menu displayed after loaded | Pass |  |

| **Post-conditions:** |
| --- |

TC - 2

| **Test Case ID:** TC-2 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Start game | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player able to start game | |
| **Pre-conditions:** Player must have opened game application | |
| **Dependencies:** TC-1 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Start button” on main menu |  | Player should see the actual game scene. | Player is redirected to the game scene. | Pass |  |

| **Post-conditions:**  The game character starts moving to the right upon starting game |
| --- |

TC - 3

| **Test Case ID:** TC-3 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Using the control keys to control the game character | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player able to control the game character | |
| **Pre-conditions:** Player must have started the game | |
| **Dependencies:** TC-2 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Press Spacebar |  | Player should see the game character jump and fall back to ground | Game character jumps right after spacebar is pressed and falls back to ground | Pass |  |

| **Post-conditions:** |
| --- |

TC - 4

| **Test Case ID:** TC-4 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Performing the attack action | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player can perform attacks on game character | |
| **Pre-conditions:** Player must have started the game | |
| **Dependencies:** TC-2 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click left mouse button |  | Player should see game character emit bullets to attack | Circle shaped bullets emitted from game character | Pass |  |

| **Post-conditions:** |
| --- |

TC - 5

| **Test Case ID:** TC-5 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Object spawns on the platform | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Game object (coin, zombie, obstacle and power up) can be spawn on the platform in game | |
| **Pre-conditions:** Player must have started the game; Jump functions properly | |
| **Dependencies:** TC-2; TC-3 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Press Spacebar to jump and survive as long as possible |  | Player should see game object (coin, zombie, obstacle and power up) spawn along the way of playing | Coins and power up spawn right after starting the game. Zombie and obstacle spawn after 5 seconds of playing | Pass |  |

| **Post-conditions:** |
| --- |

TC - 6

| **Test Case ID:** TC-6 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 24/3/2022 |
| **Test Title:** Picking up invincibility power-up | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player must be able to pick up invincibility power-up and game character must be able to enhance by invincibility effect | |
| **Pre-conditions:** Player must have started the game; Invincibility power-up item spawn in game | |
| **Dependencies:** TC-2, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Approach invincibility power up once spawn on platform |  | Player should see game character become invincible for a short period of time after touching invincibility power-up | A yellow circle effect appears around the player after touching invincibility power-up. No health point deduction occur during this time interval | Pass |  |
|  |  |  |  |  |  |  |

| **Post-conditions:** |
| --- |

TC - 7

| **Test Case ID:** TC-7 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 24/3/2022 |
| **Test Title:** Picking up magnet power-up | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player must be able to pick up magnet power-up and game character must be able to enhance by magnet effect | |
| **Pre-conditions:** Player must have started the game; Magnet power-up item spawn in game | |
| **Dependencies:** TC-2, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Approach magnet power up once spawn on the platform |  | Player should see the coin nearby fly towards the game character after touching the invincibility power-up. | A blue circle effect appears around the player after touching the invincibility power-up. Coins around the game character fly towards it during this time interval | Pass |  |

| **Post-conditions:**  Number of coins collected increases after game character touches the coin that flew to it |
| --- |

TC - 8

| **Test Case ID:** TC-8 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 24/3/2022 |
| **Test Title:** Getting damage from obstacle and zombie | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Obstacle and zombie can damage the player and lead to health deduction | |
| **Pre-conditions:** Player must have started the game; Obstacle and zombie spawn in-game | |
| **Dependencies:** TC-2, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Approach obstacle once spawn on platform |  | Player should see health point deduction after touching obstacle | Health bar which placed on the top right of the scene deducted after touching obstacle | Pass |  |
| 2 | Approach zombie once spawn on platform |  | Player should see health point deduction after touching zombie | Zombies move towards game characters. Health bar placed on the top right of the scene deducted after touching zombie | Pass |  |

| **Post-conditions:** |
| --- |

TC - 9

| **Test Case ID:** TC-9 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Jumping into kill box and die | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Game over once player enter kill box region | |
| **Pre-conditions:** Player must have started the game | |
| **Dependencies:** TC-2 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Control the game character jump off the platform |  | Player should see the game over. A window will show up to prompt the player to exit the game or run again | A small menu pops up with the Run again and Quit button | Pass |  |

| **Post-conditions:** |
| --- |

TC - 10

| **Test Case ID:** TC-10 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Die upon losing last health | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Game over once player fail to secure the last health point | |
| **Pre-conditions:** Player must have started the game; Obstacle and zombie spawn in-game | |
| **Dependencies:** TC-2, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Approach obstacle or zombie multiple times once spawned on the platform until all the health points deducted |  | Player should have the game over. A window will show how many coins the user has collected and to prompt the player to exit the game or run again | A small menu pops up with the Run again and Quit button | Pass |  |

| **Post-conditions:** |
| --- |

TC - 11

| **Test Case ID:** TC-11 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Restart game | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Restart after game over | |
| **Pre-conditions:** Game over due to enter kill box or losing last health point | |
| **Dependencies:** TC-9, TC-10 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click the Run again button after game over |  | Player should see game restarted | Game restarted. The score reset to zero and all health points were refilled. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 12

| **Test Case ID:** TC-12 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Earning score | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Game score must be accumulated continuously along to way | |
| **Pre-conditions:** Player must have started the game; Jump functions properly | |
| **Dependencies:** TC-2, TC-3 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Press Spacebar to jump and survive as long as possible |  | Player should see game score increases | Number of the game score which is placed on the top left increases continuously. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 13

| **Test Case ID:** TC-13 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Collecting coin | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player must be able to pick up coin | |
| **Pre-conditions:** Player must have started the game; Coins spawn in game | |
| **Dependencies:** TC-2, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Approach coin spawn on the platform |  | Player should see the number of collected coins increases | Number of collected coins which placed on the top right increases upon game character touches the coin | Pass |  |

| **Post-conditions:**  Collected coins are added to the total collected coins after the game ends. The new total collected coins are updated locally. |
| --- |

TC - 14

| **Test Case ID:** TC-14 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Using the player attack to kill the zombie | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player must be able to attack and kill the zombie in game | |
| **Pre-conditions:** Player must have started the game; Player can perform attack; Zombies spawn in game | |
| **Dependencies:** TC-2, TC-4, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Approach zombies that spawn on the platform but avoid touching them |  | Player should see zombies move towards game character | Zombies move towards the game character when the game character is near them. | Pass |  |
| 2 | Press left mouse click |  | Player should see zombies die and the game score increases by 500. | Zombie explodes and then disappears after being touched by player bullets. The number of the game score which is placed on the top left increases by 500. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 15

| **Test Case ID:** TC-15 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 24/3/2022 |
| **Test Title:** Game theme transition | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Game theme must transit after 10 seconds of playing | |
| **Pre-conditions:** Player must have started the game; Jump functions properly; Zombies spawn in game | |
| **Dependencies:** TC-2, TC-3, TC-5 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Press Spacebar to jump and survive at least 10 seconds |  | Player should see the game background and skin of zombies transition to the badminton theme. | The game background transitions to badminton. Newly spawned zombies transit to a zombie holding a badminton racket. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 16

| **Test Case ID:** TC-16 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 24/3/2022 |
| **Test Title:** Purchase and upgrade the Immortality Enhancement from the shop | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player | |
| **Pre-conditions:** Player must have opened the game application. Player must have enough coin balance. | |
| **Dependencies:** TC-1 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Shop” button on main menu |  | Player should see the shop page | Player is directed to shop page | Pass |  |
| 2 | Click on the only button with the number of coins needed for an upgrade on Immortality section on shop page |  | Player should see the level of Immortality enhancement increases | Number that indicates the level of Immortality enhancement increases after button click | Pass |  |

| **Post-conditions:**  Interval of immortality effect after losing a health point increases. |
| --- |

TC - 17

| **Test Case ID:** TC-17 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 24/3/2022 |
| **Test Title:** Purchase and upgrade the Coin Master Enhancement from the shop | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player | |
| **Pre-conditions:** Player must have opened the game application. Player must have enough coins balance. | |
| **Dependencies:** TC-1 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Shop” button on main menu |  | Player should see the shop page | Player is directed to shop page | Pass |  |
| 2 | Click on the only button with the number of coins needed for an upgrade on Coin Master section on shop page |  | Player should see the level of Coin Master enhancement increases | Number that indicates the level of Coin Master enhancement increases after button click | Pass |  |

| **Post-conditions:**  Multiplier of coins collected at the end of each run increases. |
| --- |

TC - 18

| **Test Case ID:** TC-18 | **Test Designed by:** Lim Sheng Zhe |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 24/3/2022 |
| **Test Title:** Purchase and upgrade the Arcade Expert Enhancement from the shop | **Test Executed by:** Lim Sheng Zhe |
| **NFR Tested:** N/A | **Test Execution date:** 27/3/2022 |
| **Description:** Player | |
| **Pre-conditions:** Player must have opened the game application. | |
| **Dependencies:** TC-1 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Shop” button on main menu |  | Player should see the shop page | Player is directed to the shop page | Pass |  |
| 2 | Click on the only button with the number of coins needed for an upgrade on Arcade Expert section on shop page |  | Player should see the level of Arcade Expert enhancement increases | Number that indicates the level of Arcade Expert enhancement increases after button click | Pass |  |

| **Post-conditions:**  Interval of all power-up boosts increases. |
| --- |

TC - 19

| **Test Case ID:** TC-19 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 9/4/2022 |
| **Test Title:** Adjust music volume | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Player adjusts volume | |
| **Pre-conditions:** Player must have opened the game application. | |
| **Dependencies:** TC-1 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Settings” button on main menu |  | Player should see the settings page | Player is directed to the setting page | Pass |  |
| 2 | Adjust music volume according to liking |  | Player should see the slider increase/decrease | Music volume should be adjusted according to the increase/decrease of the slider. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 20

| **Test Case ID:** TC-20 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 9/4/2022 |
| **Test Title:** Confirm music volume | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Player selects confirm from settings menu | |
| **Pre-conditions:** Player must have opened the game application. | |
| **Dependencies:** TC-19 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Confirm” button on settings page |  | Player should be directed to main menu page with updated volume | Player is directed to main menu page with updated volume | Pass |  |

| **Post-conditions:**  Music volume is updated |
| --- |

TC - 21

| **Test Case ID:** TC-21 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** Medium | **Test Designed date:** 9/4/2022 |
| **Test Title:** Cancels music volume | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Player cancels music volume update | |
| **Pre-conditions:** Player must have opened the game application. | |
| **Dependencies:** TC-19 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Cancel” button on settings page |  | Player should be directed to main menu page with previous volume | Player is directed to main menu page with previous volume | Pass |  |

| **Post-conditions:**  Previous music volume configuration is loaded |
| --- |

TC - 22

| **Test Case ID:** TC-22 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** Low | **Test Designed date:** 9/4/2022 |
| **Test Title:** View Credit | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Player views credit page | |
| **Pre-conditions:** Player must have opened the game application. | |
| **Dependencies:** TC-1 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “Credits” button on main menu |  | Player should see the credits page | Player is directed to the credits page | Pass |  |

| **Post-conditions:** |
| --- |

TC - 23

| **Test Case ID:** TC-23 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** Low | **Test Designed date:** 9/4/2022 |
| **Test Title:** Pause | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Player selects pause button after game has started | |
| **Pre-conditions:** Player must started the game | |
| **Dependencies:** TC-2 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click on “pause” button while game is running |  | Player should pause. A window will show up to prompt the player to continue , restart or exit the game | Game is paused , 3 icons are displayed corresponding to continue , restart or exit. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 24

| **Test Case ID:** TC-24 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 9/4/2022 |
| **Test Title:** Restart game from pause | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Restart from pause | |
| **Pre-conditions:** Select restart icon after pausing game | |
| **Dependencies:** TC-23 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click the restart button while paused |  | Player should see game restarted | Game restarted. The score reset to zero and all health points were refilled. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 25

| **Test Case ID:** TC-25 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 9/4/2022 |
| **Test Title:** Restart game from pause | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Continue from pause | |
| **Pre-conditions:** Select continue icon after pausing game | |
| **Dependencies:** TC-23 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click the continue button while paused |  | Player should see game resume | Game resumed with before paused score and health. | Pass |  |

| **Post-conditions:** |
| --- |

TC - 26

| **Test Case ID:** TC-26 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 9/4/2022 |
| **Test Title:** Quit game from pause | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Quit from pause | |
| **Pre-conditions:** Select quit icon after pausing game | |
| **Dependencies:** TC-23 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click the quit button while paused |  | Player should see main menu page | Player is directed to the main menu page | Pass |  |

| **Post-conditions:** |
| --- |

TC - 27

| **Test Case ID:** TC-27 | **Test Designed by:** Chia Songcheng |
| --- | --- |
| **Test Priority (Low/Medium/High):** High | **Test Designed date:** 9/4/2022 |
| **Test Title:** Quit game from main menu page | **Test Executed by:** Chia Songcheng |
| **NFR Tested:** N/A | **Test Execution date:** 9/4/2022 |
| **Description:** Quit from main menu | |
| **Pre-conditions:** Select quit icon after launching game | |
| **Dependencies:** TC-2 | |

| **Step** | **Test Steps** | **Test Data** | **Expected Result** | **Actual Result** | **Status (Pass/Fail)** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Click quit button after returning to main menu page |  | Player should exit the application | Application is closed | Pass |  |

| **Post-conditions:** |
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