

Test Name	Action	Expected Outcome	PASS/FAIL	Notes
Place workplace on grid	Build Workplace on grid	Workplace object appears, snaps to grid	PASS	
Place apartment on grid	Build Apartment on grid	Apartment object appears, snaps to grid	PASS	
Place apartment	build apartment	Placing Apartment Increases Population Cap	PASS	
Place power plant on grid	Build PowerPlant on grid	PowerPlant object appears, snaps to grid	PASS	
Build power plant	Build power plant	Placing Powerplant increases Power Capacity	PASS	
User Places Bank	Build Bank on grid	Bank object appears, snaps to grid	PASS	
Increase money cap	Build bank	Placing Bank Increases Money Cap	PASS	
Building Costs power to exist	Build building	Power decreases	PASS	
Placing Building Costs Money	Build building	Money decreases	PASS	
Day Increment	Day ticks over	Money Increases, population increases if cap is not reached	PASS	
Taxes money decrement	Day ticks over	Money Decreases If cost of building is negative	PASS	
Delete Buildings	Delete Buildings	Building is removed from grid	PASS	
Day/Night Cycle	Day ticks over	Day night cycle changes light colour	PASS	
Workplace Upgrades	user upgrades workplaces	number of workers per workplace should increase	PASS	
Show Grid	Enter Building Mode	Grid appears to place a building	PASS	
Delete Buildings	Delete Buildings	Building is removed from grid	PASS	

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Jobs increment	Day tick	when wanted jobs is greater than capacity, causes money to decrease	PASS	
Natural disaster	Day tick	When day ticks, earthquake may occur and when it does random building is destroyed, values return to before building was made	FAIL	Earthquake occurs, building is destroyed, values do not change
Upgrade building	Click upgrade button	Building selected change model and values alter	FAIL	Building model does not change, building does