

Test Name	Action	Expected Outcome	Actual Outcome
Place workplace on grid	Build Workplace on grid	Workplace object appears, snaps to grid	Workplace does not appear
Place apartment on grid	Build Apartment on grid	Apartment object appears, snaps to grid	Apartment does not appear
Place apartment	build apartment	Placing Apartment Increases Population Cap	Population cap does not increase
Place power plant on grid	Build PowerPlant on grid	PowerPlant object appears, snaps to grid	Power plant does not appear
Build power plant	Build power plant	Placing Powerplant increases Power Capacity	Power capacity does not increase
User Places Bank	Build Bank on grid	Bank object appears, snaps to grid	Bank does not appear
Increase money cap	Build bank	Placing Bank Increases Money Cap	Bank cap is increased, but does not update cap in menu
Building Costs power to exist	Build building	Power decreases	Power does not change from 0 at start of game, unable to determine if power decreases
Placing Building Costs Money	Build building	Money decreases	Money decreases
Day Increment	Day ticks over	Money Increases, population increases if cap is not reached	Money Increases by 2550 Population increases then stops at cap
Taxes money decrement	Day ticks over	Money Decreases If cost of building is negative	Cost is negative, price decreases by allocated amount
Delete Buildings	Delete Buildings	Building is removed from grid	unable to determine as no buildings can be seen
Jobs increment	Day tick	when wanted jobs is greater than capacity, causes money to decrease	No menu to read job availability
Building Costs Money to exist	Day tick	When buildings exist, money decreases set amount	Money does decrease, money cap does not update