Nordhold Game – Sample Test Cases (Gameplay Phase)

**Test Case 6 – Resource Worker Assignment via Management Panel**

Test Case ID: TC006

Purpose: To verify that the player can assign workers to each resource type (+ / –) through the management panel.

Steps:

1. Launch the game.

2. Locate the management panel in the bottom-right corner.

3. Use the “+” and “–” buttons next to each resource to adjust worker count.

Expected Result: The number of workers should update and the resource production rate should reflect the changes.

Status: PASS

**Test Case 7 – Tower Placement Button Functions Properly**

Test Case ID: TC007

Purpose: To verify that selecting a tower from the panel allows proper placement on a valid map area.

Steps:

1. Select a tower from the bottom-right tower panel.

2. Hover over a valid building location on the map and click.

Expected Result: The tower should be placed and become active if enemies are approaching.

Status: PASS

**Test Case 8 – Targeting Priority Can Be Set Per Tower**

Test Case ID: TC008

Purpose: To verify that each placed tower allows setting a targeting priority (e.g., strongest, fastest).

Steps:

1. Click on a placed tower on the map.

2. Open the targeting options menu (if available).

3. Select a targeting priority (e.g., 'Target strongest enemy').

Expected Result: The tower should attack enemies based on the selected targeting strategy during waves.

Status: PASS

**Test Case 9 – Resources Are Collected Automatically**

Test Case ID: TC009

Purpose: To verify that once workers are assigned, resources increase over time without player interaction.

Steps:

1. Assign one or more workers to a resource.

2. Observe the resource counter.

Expected Result: The amount of the resource should increase automatically over time.

Status: PASS

**Test Case 10 – UI Buttons and Labels Respond Correctly**

Test Case ID: TC010

Purpose: To ensure that UI elements like 'Build Menu', tower buttons, and resource controls respond to clicks and hover actions.

Steps:

1. Click on different UI buttons.

2. Hover over buttons to see if tooltips or visual changes appear.

Expected Result: All buttons and labels should react accordingly to user interactions.

Status: PASS