Nordhold Game – Sample Test Cases (11–15)

**Test Case 11 – Tower Cannot Be Placed on Occupied Tile**

Test Case ID: TC011

Purpose: To ensure the game prevents placing a tower on a tile that is already occupied.

Steps:

1. Start a new game session.

2. Place a tower on a valid tile.

3. Try placing another tower on the same tile.

Expected Result: The game should block the second placement and show a visual indication (e.g., red tile or error sound).

Status: PASS

**Test Case 12 – Enemy Units Follow the Correct Path**

Test Case ID: TC012

Purpose: To verify that enemy units follow the defined path without deviation.

Steps:

1. Start a wave.

2. Observe the movement of enemy units from spawn point to goal.

3. Check for unexpected stops, teleportation, or wrong direction.

Expected Result: All enemies should move smoothly along the intended path.

Status: PASS

**Test Case 13 – Targeting Priority Affects Tower Behavior**

Test Case ID: TC013

Purpose: To ensure that changing the targeting priority impacts the order in which enemies are attacked.

Steps:

1. Place a tower and open its targeting settings.

2. Select 'Target Strongest' option.

3. Spawn both weak and strong enemies in range.

4. Observe the tower’s attack sequence.

Expected Result: The tower should prioritize the strongest enemy type first.

Status: PASS

**Test Case 14 – Wave Timer Displays Correct Countdown**

Test Case ID: TC014

Purpose: To confirm that the wave timer shows an accurate countdown until the next wave starts.

Steps:

1. Start the game and view the wave timer.

2. Wait for it to reach zero.

3. Observe if the wave launches exactly at 0.

Expected Result: Wave should begin immediately after the countdown reaches 0.

Status: PASS

**Test Case 15 – Tower Removal Function Works Correctly**

Test Case ID: TC015

Purpose: To test if a placed tower can be removed from the map when needed.

Steps:

1. Place a tower on the field.

2. Select the tower and click the remove/sell button (if available).

3. Check if the tower disappears and resources are refunded (if applicable).

Expected Result: The tower should be removed and the space should become available again.

Status: PASS