Nordhold Game – Sample Test Cases (TC016–TC020)

## Test Case 16 – Explore Warning Without Tower Placement

Test Case ID: TC016

Purpose: To verify the warning behavior when Explore is clicked without placing any towers.

Steps:

1. Start a new game session.

2. Do not place any towers.

3. Click the "Explore" button.

4. Observe the warning message.

Expected Result: A warning message ("⚠ You have idle Workers!") should appear with BACK and NEXT WAVE options. No crashes should occur.

Status: PASS

## Test Case 17 – Tower Stats and Upgrade Interface

Test Case ID: TC017

Purpose: To verify that the tower upgrade interface displays correct stats and buttons.

Steps:

1. Start a game and place any tower.

2. Click on the placed tower.

3. Observe the tower UI panel that appears.

Expected Result: Stats (Damage, Range, Fire Rate) and upgrade options should display properly. Upgrade buttons should be enabled if enough resources are available.

Status: PASS

## Test Case 18 – Banner Selection After Wave 3

Test Case ID: TC018

Purpose: To ensure the banner selection screen appears and functions correctly after wave 3.

Steps:

1. Complete wave 3.

2. Observe the banner selection screen.

3. Review the descriptions of the three options.

4. Select one and check if the effect is applied in-game.

Expected Result: Player should see three banners. Only one can be selected and the effect should be applied immediately.

Status: PASS

## Test Case 19 – Hero Selection Screen Functionality

Test Case ID: TC019

Purpose: To verify the functionality of the hero selection screen.

Steps:

1. Start a new game.

2. Enter the hero selection screen.

3. Review passives and spells.

4. Choose one hero.

Expected Result: Hero descriptions and spells should be correct. Chosen hero's effects should apply to gameplay.

Status: PASS

## Test Case 20 – Market Interface and Relic Purchase

Test Case ID: TC020

Purpose: To ensure the market UI shows correct relics and handles purchase logic.

Steps:

1. Play until the market opens (e.g., Wave 13).

2. Check relics, prices, and gold amount.

3. Try to buy with insufficient gold.

4. Try to buy with sufficient gold.

Expected Result: Relics and prices should be accurate. Buying works only when enough gold is available.

Status: PASS