Nordhold Game – Sample Test Cases (TC021–TC025)

## Test Case 21 – Tower UI - Upgrade Panel Visibility Test

Test Case ID: TC021

Purpose: Verify that the tower upgrade panel becomes visible when a tower is selected.

Steps:

1. Start the game and progress to a wave where at least one tower is placed.

2. Click on a tower that has been placed on the map.

3. Observe the UI panel that appears.

Expected Result: The upgrade panel should be displayed, showing tower level, range, and fire rate.

Status: PASS

## Test Case 22 – Tower UI - Upgrade Button Disabled State Test

Test Case ID: TC022

Purpose: Ensure that the upgrade button is disabled when the player has insufficient gold.

Steps:

1. Click on a tower to open the upgrade panel.

2. Observe the state of the upgrade button when gold is insufficient.

Expected Result: The upgrade button should be visibly disabled or greyed out.

Status: PASS

## Test Case 23 – Tower UI - Fire Rate Display Test

Test Case ID: TC023

Purpose: Check that the correct fire rate value is displayed for selected towers.

Steps:

1. Select the tower by clicking on it.

2. Check the fire rate value shown in the UI panel.

Expected Result: Displayed fire rate should match the internal tower data.

Status: PASS

## Test Case 24 – Tower UI - Range Display Accuracy Test

Test Case ID: TC024

Purpose: Ensure the tower’s range is displayed accurately in the UI panel.

Steps:

1. Click on the tower.

2. Check the UI for the range indicator or range value.

Expected Result: Range value or visual indicator should match the in-game range effect of the tower.

Status: PASS

## Test Case 25 – Tower UI - Level Progress Indicator Test

Test Case ID: TC025

Purpose: Verify that the level-up progress or indicator is shown properly in the UI.

Steps:

1. Select a tower.

2. Check the UI for level display and any indicators showing upgrade availability or progress.

Expected Result: Tower level and upgrade indicator (if applicable) should be clearly visible in the UI panel.

Status: PASS