Nordhold Game – Sample Test Cases (TC026–TC030)

## Test Case 26 – Boss Chest Reward UI - Visibility Test

Test Case ID: TC026

Purpose: Verify that a reward selection screen appears after defeating a boss.

Steps:

1. Progress through the game until a boss wave is reached.

2. Defeat the boss enemy.

3. Observe if the reward chest appears and is clickable.

Expected Result: A reward screen with three selectable rewards should appear after clicking the chest.

Status: PASS

## Test Case 27 – Boss Reward - Tooltip Description Accuracy

Test Case ID: TC027

Purpose: Verify that reward tooltips provide accurate and clear descriptions.

Steps:

1. Open a reward chest after a boss fight.

2. Hover over each reward to read the tooltip.

3. Compare the tooltip text with the intended effect.

Expected Result: Each reward should display correct stats and clearly explain the effect (e.g., crit chance, burn effect).

Status: PASS

## Test Case 28 – Reward Selection - Single Choice Enforcement

Test Case ID: TC028

Purpose: Ensure that only one reward can be selected from the boss chest.

Steps:

1. After defeating a boss, click the reward chest.

2. Attempt to click on multiple rewards.

3. Check what happens after selecting one.

Expected Result: Only one reward can be selected. The selection should lock and apply its effect to the game.

Status: PASS

## Test Case 29 – Reward Effect Application - Immediate Gameplay Impact

Test Case ID: TC029

Purpose: Check that the chosen reward effect is immediately applied to the appropriate units or systems.

Steps:

1. Choose a reward from the chest.

2. Return to gameplay and observe the affected tower or mechanic.

3. Check for the presence of the new bonus (e.g., burn damage or increased crit).

Expected Result: The selected reward should activate immediately and influence the related tower or ability.

Status: PASS

## Test Case 30 – Boss Reward UI Layout and Functionality

Test Case ID: TC030

Purpose: Verify the UI consistency, button functionality, and layout of the reward selection screen.

Steps:

1. Open the reward screen after defeating a boss.

2. Inspect the UI layout, spacing, and readability.

3. Attempt to interact with tooltips and buttons.

Expected Result: The layout should be clean, readable, and all interactive elements (hover tooltips, selection buttons) must work properly.

Status: PASS