Nordhold Game – Sample Test Cases (TC031–TC035)

## Test Case 31 – Market Open Notification on Wave 13

Test Case ID: TC031

Purpose: Verify that the market opens and displays a notification at the correct wave (e.g., Wave 13).

Steps:

1. Progress through the game until Wave 13.

2. Observe whether a market notification is shown on screen.

Expected Result: A banner or text should appear indicating that the market has opened.

Status: PASS

## Test Case 32 – Market Relic Prices and Availability

Test Case ID: TC032

Purpose: Ensure the relics in the market display correct names and prices.

Steps:

1. Enter the market after it opens.

2. Check the list of available relics (e.g., Telescope, Ring, Hammer).

3. Compare the displayed prices to expected values.

Expected Result: Relics should have accurate names and prices clearly visible in the UI.

Status: PASS

## Test Case 33 – Market Purchase with Insufficient Gold

Test Case ID: TC033

Purpose: Ensure the system prevents players from buying relics when they lack sufficient gold.

Steps:

1. Attempt to buy a relic when gold is insufficient.

2. Observe whether the UI blocks the purchase or displays a warning.

Expected Result: The purchase should not complete, and the UI should either block the button or show a warning.

Status: PASS

## Test Case 34 – Market Leave Button Functionality

Test Case ID: TC034

Purpose: Ensure that the player can safely leave the market screen without bugs or issues.

Steps:

1. Click the 'Leave' button in the market UI.

2. Observe if the game returns to the wave preparation or gameplay screen.

Expected Result: The market should close smoothly and gameplay should resume normally.

Status: PASS

## Test Case 35 – Market UI Layout and Clarity

Test Case ID: TC035

Purpose: Verify that the market interface is well-organized and readable.

Steps:

1. Observe the market screen layout.

2. Check alignment, font size, spacing, and interaction elements.

Expected Result: All relics, gold count, and buttons should be easy to read and interact with. Layout must be clean.

Status: PASS