Nordhold Game – Sample Test Cases (TC036–TC040)

## Test Case 36 – Market Reappearance on Later Waves

Test Case ID: TC036

Purpose: Verify that the market reappears on predefined future waves (e.g., Wave 20, 30).

Steps:

1. Progress through the game past Wave 13.

2. Observe whether the market reopens at the designated wave (e.g., Wave 20).

Expected Result: The market should reappear and display a notification (e.g., 'The Market has reopened').

Status: PASS

## Test Case 37 – Reward Chest - Two Option Display Check

Test Case ID: TC037

Purpose: Verify that the reward UI correctly handles scenarios where only two options are available.

Steps:

1. Defeat a boss that triggers a reward chest.

2. Open the chest and confirm if only two options appear.

3. Inspect layout and spacing.

Expected Result: Two reward cards should be centered properly and function like normal reward choices.

Status: PASS

## Test Case 38 – Artifact of Determination - Fire Rate Activation Test

Test Case ID: TC038

Purpose: Ensure that Artifact of Determination applies +40% fire rate and disables upgrades for 4 waves.

Steps:

1. Select Artifact of Determination from a boss chest.

2. Observe tower stats and upgrade buttons.

3. Play the next 4 waves and monitor changes.

Expected Result: Towers gain +40% fire rate immediately and cannot be upgraded for 4 waves.

Status: PASS

## Test Case 39 – Artifact of Determination - Upgrade Reactivation

Test Case ID: TC039

Purpose: Verify that after 4 waves, the tower upgrade functionality is restored.

Steps:

1. Select the Artifact of Determination.

2. Play 4 waves while tracking upgrade availability.

3. After wave 4, attempt a tower upgrade.

Expected Result: Upgrade buttons should become active again after 4 full waves.

Status: PASS

## Test Case 40 – Rikur’s Axe - Height-Based Bonus Damage

Test Case ID: TC040

Purpose: Verify that towers placed on elevated tiles gain extra damage from Rikur’s Axe.

Steps:

1. Select Rikur’s Axe from a boss chest.

2. Place towers on elevated terrain.

3. Compare their damage to towers on flat ground.

Expected Result: Elevated towers should deal more damage, following the +10% per height level rule.

Status: PASS