Nordhold Game – Sample Test Cases (TC041–TC050)

## Test Case 41 – Reward Chest Visibility After Boss Kill

Test Case ID: TC041

Purpose: Ensure that the reward chest appears visibly on the map after defeating a boss.

Steps:

1. Reach a boss wave and defeat the boss.

2. Observe the battlefield for the appearance of reward chests.

3. Attempt to click on the chest.

Expected Result: At least one clickable reward chest should appear after the boss is defeated.

Status: PASS

## Test Case 42 – Reward Chest Opens Properly

Test Case ID: TC042

Purpose: Verify that clicking on a reward chest opens the reward selection screen.

Steps:

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

2. Check if the reward screen appears.

Expected Result: The reward selection UI should open and show a list of rewards.

Status: PASS

## Test Case 43 – Chain Crits Reward Functionality

Test Case ID: TC043

Purpose: Verify that selecting 'Chain Crits' applies the crit chance bonus to Arc Towers.

Steps:

1. Open a reward chest after a boss fight.

2. Select 'Chain Crits' reward.

3. Place or observe Arc Towers during next waves.

Expected Result: Arc Towers should display increased crit chance. Tooltip or attack behavior should confirm effect.

Status: PASS

## Test Case 44 – Chain Echo Reward - Jump Effect

Test Case ID: TC044

Purpose: Ensure that selecting 'Chain Echo' gives Arc Towers additional jump and jump damage.

Steps:

1. Select 'Chain Echo' from reward screen.

2. Check the Arc Tower stats or combat behavior.

3. Look for extra projectile jumps and increased damage.

Expected Result: Arc Towers gain +2 jump and +5% jump damage. Behavior should change visibly.

Status: PASS

## Test Case 45 – Magma Field Reward Functionality

Test Case ID: TC045

Purpose: Ensure that selecting 'Magma Field' enables burn effect for Volcano Mortars.

Steps:

1. Select 'Magma Field' reward from chest.

2. Use Volcano Mortar towers in next waves.

3. Observe for burn stack effects and duration.

Expected Result: Mortars apply 13 burn stacks on impact, and 6 burn stacks per hex over 5 seconds.

Status: PASS

## Test Case 46 – Reward UI Structure and Layout

Test Case ID: TC046

Purpose: Verify that the reward selection screen is correctly aligned and readable.

Steps:

1. Open the reward UI screen after a boss fight.

2. Check layout, spacing, and card alignment.

Expected Result: Reward cards must be aligned properly, readable, and responsive to hover or selection.

Status: PASS

## Test Case 47 – Two Option Reward Layout Check

Test Case ID: TC047

Purpose: Ensure the UI remains clean and centered when only two rewards are displayed.

Steps:

1. Trigger a reward chest that contains only 2 reward options.

2. Inspect how the UI is displayed.

Expected Result: Both reward cards should be centered and interactable.

Status: PASS

## Test Case 48 – Artifact of Determination Effect Validation

Test Case ID: TC048

Purpose: Ensure that Artifact of Determination disables level-up and grants +40% fire rate for 4 waves.

Steps:

1. Choose Artifact of Determination from reward screen.

2. Observe tower fire rate and disabled level-up buttons.

3. Track effect duration through 4 waves.

Expected Result: Towers gain +40% fire rate. Level-up buttons remain disabled for 4 waves, then re-enable.

Status: PASS

## Test Case 49 – Rikur’s Axe - Damage Scaling With Height

Test Case ID: TC049

Purpose: Ensure that towers placed on higher elevation get bonus damage from Rikur’s Axe.

Steps:

1. Select Rikur’s Axe from chest.

2. Place towers at varying elevations.

3. Compare damage values or effectiveness.

Expected Result: Bonus damage of +10% per elevation level should apply.

Status: PASS

## Test Case 50 – Reward Selection Limit - Only One Active

Test Case ID: TC050

Purpose: Ensure that only one reward can be selected and activated per chest.

Steps:

1. Open a reward chest after a boss.

2. Attempt to click multiple rewards.

3. Observe system behavior after selection.

Expected Result: Only one reward can be activated. UI should lock after selection.

Status: PASS