**Nordhold Game – Sample Test Cases (Game Launch Phase)**

**Test Case 1 – Main Menu Loads Properly**

Test Case ID: TC001

Purpose: To verify that the game's main menu loads correctly

Steps:  
1. Launch the game  
2. Wait for the main menu to fully load

Expected Result: All buttons (Play, Settings, Exit, etc.) should be visible and functional

Status: PASS

**Test Case 2 – Background Music and Sounds on Startup**

Test Case ID: TC002

Purpose: To confirm that background music and sound effects play when the game starts

Steps:  
1. Launch the game  
2. Listen for background music and menu interaction sounds

Expected Result: Music should play in the background and sound effects should be audible when navigating

Status: PASS

**Test Case 3 – Play Button is Clickable**

Test Case ID: TC003

Purpose: To verify that the 'Play' button in the main menu is clickable and responsive

Steps:  
1. Click on the 'Play' button in the main menu

Expected Result: A new game should start or lead to a map/mode selection screen

Status: PASS

**Test Case 4 – No Errors on First Launch**

Test Case ID: TC004

Purpose: To check for any crashes, freezes, or black screen issues on game startup

Steps:  
1. Launch the game  
2. Wait for the main menu to load

Expected Result: Game should load without errors or blank screens

Status: PASS

**Test Case 5 – Language Settings Work Correctly**

Test Case ID: TC005

Purpose: To verify that changing language settings reflects properly in the UI

Steps:  
1. Open Settings menu  
2. Change the language (e.g., English to German)

Expected Result: All menu text should be displayed in the selected language

Status: PASS