

# Level 1

Sl. No.	Test case	Sl. No.	Sub Test Case	Description	Result
1.	Spatial Navigation	1.	Player Navigation	Arrow keys and shift must work. Running, walking and jumping of player must be fine!	Pass
		2.	Terrain Development	The map must have hilly terrain with plantation navigation points and sunny sky.	Pass
		3.	Plantation	Some trees should be planted when the player reaches the specific point on slope.	Pass
2.	Display Navigation	1.	Showing Hint	Hint should be shown just after starting of level 1 of game.	Pass
		2.	Shadow	Shadows of tree and Player should be visible.	Pass
		3.	Score Display	Score should be increase by one just after he plant the trees on the steeper slope unless it should be unchanged.	Pass
		4.	Show Result	Result should be shown after he did plantation on three slopes and hint should be shown if he got fail to choose all the three steeper slope for plantation.	Pass
		5.	Progress bar	Stars should be assigned after the end of game.	Pass
3.	Sound Navigation	1.	Walk Music	Sound of walk should be tuned during movement of the player.	Pass
		2.	Plantation Sound	Sound should be tuned after every plantation to ensure player that plantation is completed at that point.	Pass
		3.	Level completion Sound	Music should be played after Player completed the level successfully during stars given.	Pass
4.	Miscellaneous	1.	Terrain Limit	There is a certain area in the game where he can move.	Pass
		2.	Simultaneous show of Plantation Area	He should have to give only two planation point at once. He should have shown another twos after he planted on any one of the previous two slope.	Pass
		3.	Climbing on hill	Player can climb on the hill if he want to do.	Pass
		4.	Opening of Level 2	Player can play Level 2 if he/she got 3 stars.	Pass

# Level 2

Sl. No.	Test case	Sl. No.	Sub Test Case	Description	Result
1.	Spatial Navigation	1.	Player Navigation	Arrow keys and shift must work. Running, walking and jumping of player must be fine!	Pass
		2.	Terrain Development	The map must have hilly terrain with medical kit points and rainy weather.	Pass
		3.	Injured men and exit point	Injured people are shown inside the yellow animation and Exit point is in red animation.	Pass
2.	Display Navigation	1.	Showing Hint	Hint should be shown just after starting of level 2 of game.	Pass
		2.	Shadow	Shadows of treePlayer should be visible.	Pass
		3.	Score Display	Score of 'Person Saved' should be increase by one and Score of 'First Aid Boxes' should reduce by one just after he reaches the point of injured person with medical kit or 'First Aid Box' unless it should be unchanged.	Pass
		4.	Show Result	Result should be shown after he saved three injured people and hint should be shown if he got fail to do so.	Pass
3.	Sound Navigation	1.	Walk Music	Sound of walk should be tuned during movement of the player.	Pass
		2.	Landslide Sound	Sound alert should be tuned during landslide is occurred at that point.	Pass
		3.	Level completion Sound	Music should be played after Player completed the level successfully during stars given.	Pass
		4.	Rain sound	Sound of rain should be played during game.	Pass
4.	Miscellaneous	1.	Terrain Limit	There is a certain area in the game where he can move. There should be restriction that he can't pass through landslide areas.	Pass
		2.	Saving of injured	He has given three First aid box and three injured people simultaneously and he can save them in any order.	Pass
		3.	Climbing on hill	Player can climb on the hill if he want to do except near landslide area.	Pass
		4.	Restricted Area	If he/she goes near the landslide area he must die in the game.	Pass
		5.	Opening of Level 3	Player can play Level 3 if he/she got 3 stars.	Pass

# Level 3

Sl. No.	Test Case	Sl. No.	Sub Test Case	Description	Result
1.	Button Navigation	1.	Drag and Drop	The icons of the buildings should be moved from bottom part to specified area by pressing left click continuously.	Pass
		2.	Hint button	Next and back button should work properly.	Pass
2.	Display Navigation	1.	Showing Hint	Hint should be shown just after starting of level 3 of game.	Pass
		2.	Price tag	Price should be shown on each icon.	Pass
		3.	Budget calculation	The overall budget should be reduced by same amount as the budget of the building built.	Pass
		4.	Congratulation message	A congratulation message should be pop up only when he will choose correct set of resources.	Pass
3.	Miscellaneous	1.	Appropriate Selection	He should win only if he selects the necessary resources.	Pass
		2.	Opening of Level 4	Player can play Level 4 if he/she got 3 stars.	Pass

# Level 4

Sl. No.	Test Case	Sl. No.	Sub Test Case	Description	Result
1.	Button Navigation	1.	Option Button	There should be 4 option button to answer the questions.	Pass
2.	Display Navigation	1.	Display orientation	Question should be on top and Options should be below after that.	Pass
		2.	Color	Question should be in black color and option in blue.	Pass
3.	Miscellaneous	1.	Progress Bar	There should be correct numbering of answered questions.	Pass
		2.	Animation of Answer	If player gives the correct answer then the green animation color should be appear on the option otherwise red and then next question should pop up.	Pass
		2.	Score Bar	Increment of score after each correct answer.	Pass