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| --- | --- | --- | --- | --- | --- |
| 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 1

Level 2

|  |  |  |  |  |  |
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| 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 occured 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

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| 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 |
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Level 4

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| 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 |
|  |  |  |  |  |  |